GUNS, FOOTY, DRAGONS AND BIRDS INSIDE!

MEAN MACHINES SEGA

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ACHTUNG!
PANZER ZWEI POUNCES

WORLD EXCLUSIVE!

ULTIMATE MORTAL KOMBAT
ON SATURN

WORLD EXCLUSIVE!

BRIAN LARA '96
OWZAT!

WORLD EXCLUSIVE!

MAGIC CARPET
REVIEWED

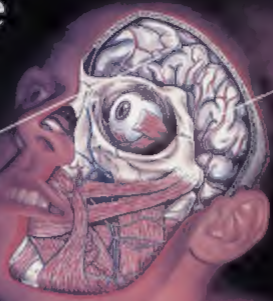
wipEout"

ecstasy

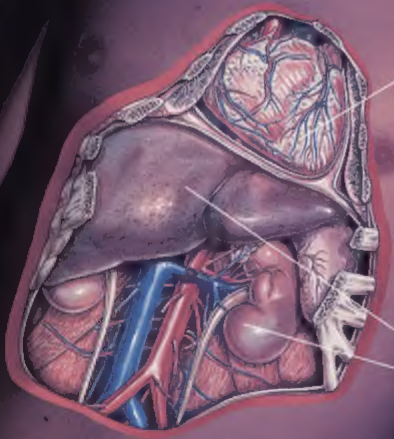
know the score

If you take ecstasy you're a human guinea pig because no one yet knows what the long term effects are. Loads of people have a good time without E.

The effect on the brain can make you feel good but it may also lead to depression, anxiety, panic and permanent brain damage.



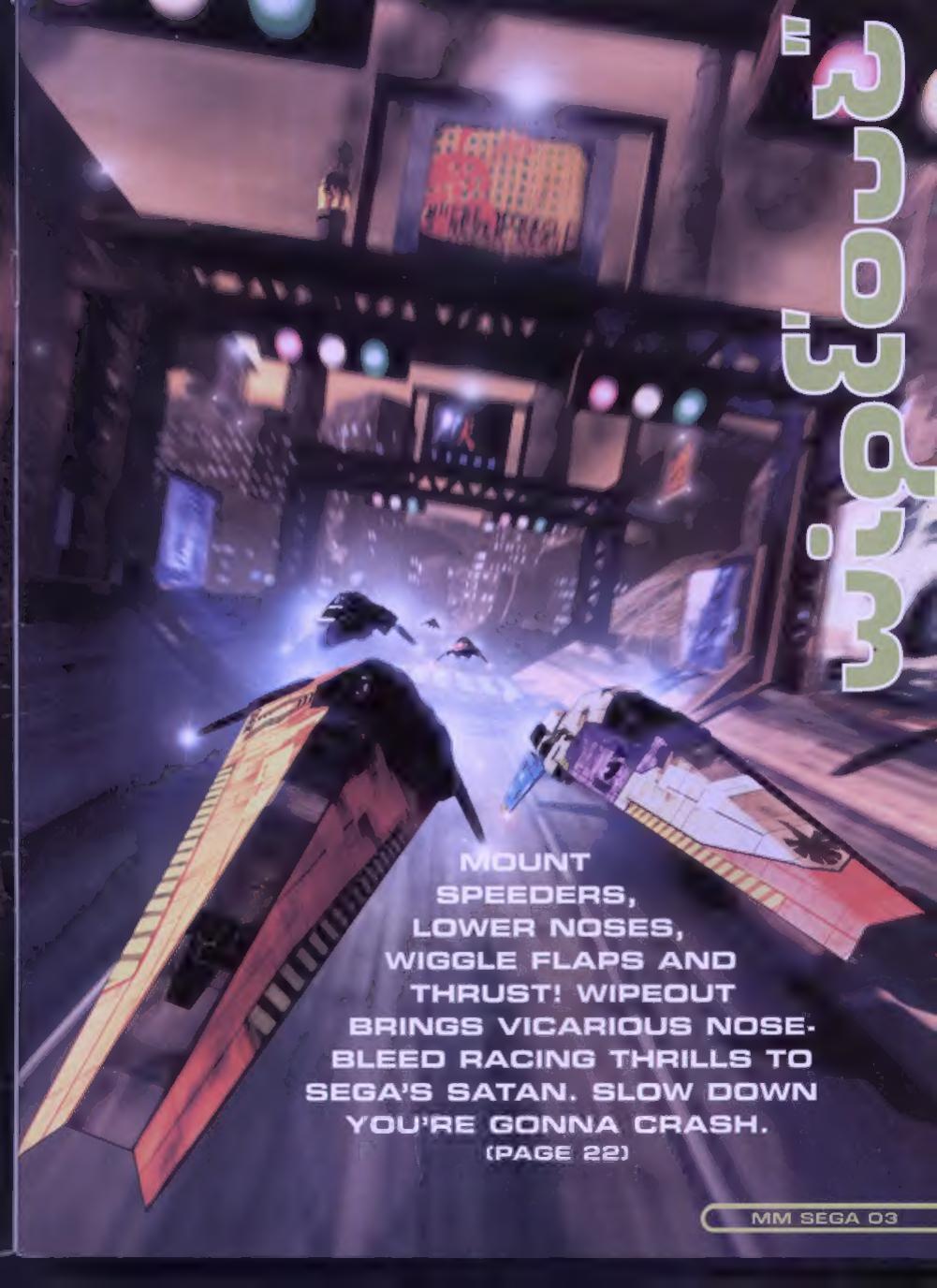
Your heart rate speeds up, which combined with long periods of energetic dancing in a hot atmosphere means you could overheat. Drink a pint of water an hour if dancing, chill out regularly and keep your salt levels up to reduce this risk.



Even if the drug has been taken before it can lead to kidney and liver failure. Mixing E with other drugs or alcohol will increase the risks.

national drugs helpline
0800 77 66 00

If you'd like more information or a talk, call us free and in confidence. Your call won't show on the bill.



MM SEGA 03

MOUNT SPEEDERS, LOWER NOSES, WIGGLE FLAPS AND THRUST! WIPEOUT BRINGS VICARIOUS NOSE-BLEED RACING THRILLS TO SEGA'S SATAN. SLOW DOWN YOU'RE GONNA CRASH.

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wipEout®

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EDITORIAL

No complaints...

FROM, I have to admit, a poor start, this has turned into a stonking month for software and prospective games. There literally wasn't any time to stick in the latest on ISS Soccer on Megadrive, so that comes next month. What's more, the quality of most games, especially third-party stuff, is improving exponentially. Bullfrog's incredibly compulsive Magic Carpet is a case in point. But what I really wanted to tell you about was an incident that happened when Mark from Sega visited our new games room with the latest version of Panzer Dragoon II. From what we saw, the distance between first and second generation Saturn games is stupendous. There was one particular creature that dazzled everyone, not just with its size and speed, but the sheer deadly beauty of its execution. We'll share that one with you next month. There is nothing on the Playstation I can see with quite that stretch of imagination. I'd just like to leave you with a prediction of a third generation of Saturn games, which will be apart again from the standard of Rally, Cop and VF2. Panzer II is going to bridge these generations.

GUS

O HELL

The MEAN MACHINES team throw open the doors of their luxurious new games room, a beautifully styled dream home deep in the heart of Farringdon's spectacular countryside. Toad E. Journo brings us this heartwarming exclusive.

COMMERCIAL BREAKDOWN

Everybody knows that the MEAN MACHINES team are normally unstoppable party animals. As the long winter evenings continue, however, we're finding ourselves stuck in front of the box . . .

GUS

"The fattier the better when it comes to me and TV commercials," says Angus, whose favourites include 'Andrex Ultra Challenge in Europe', the Iceland 'TV dinner couple' advert and the Vics Chlorosceptic ad. "That's brilliant!" our square-eyed editor enthuses. "It looks like it's recorded on someone's old camcorder. I love the bit where the 'concerned middle-class wife' figure describes how her husband woke up with a sore throat and made a 'terrible mess.' What kind of 'terrible mess' exactly? It's intriguing. Over television commercials, my favourite telly time-fillers are public information films. You don't see so many of them now, but I fondly remember the likes of 'Charlie Says' and Tufty Squirrel. Ahh, halcyon days."

CLAIRE

Predictably, Claire played the cute 'n' cuddly card when asked about her favourite television commercial. "My favourite TV advert is the one for gas fires with sweet little animals," she says, hugging her new teddy bear, 'Hambelina'. "I really like the bit when the dog kisses the cat, and the cat turns around and kisses the mouse." Regular viewers of Dennis Norden's 'Hilarious' It'll Be Alright On The Night programmes will, however, know the tragic truth behind the commercial – the animals turned on each other soon after the director shouted 'cut'. The pain is too much for our Art Editor and her teddy bear to cope with: "It's not true! It's not! It's not!" she cries, tears streaming down her face. Claire was quite upset, too.

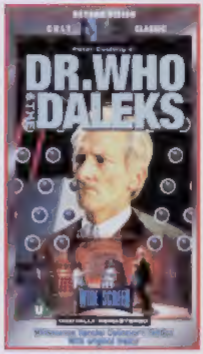
MARCUS

"I've just got six words to say about crap TV commercials," claims Marcus. "Ahh, monsieur is really spoiling us!" Actually, he's got considerably more than six words to say on the subject. "The hilariously badly dubbed Ferrero Rocher advert must surely stand alone at the foot of the heap," he says, "although there's strong competition from the likes of Ricola throat lozenges and Kinda eggs. Bob Hoskins gets on my wick too – don't you just want to smack him one? Of course, all these belong to a cheesy tradition that can be traced back to the Shake and Vac woman and beyond. Did you know she now makes cabaret appearances performing the legendary carpet-cleaning routine? And another thing..." Yeah, alright.

"We're such a close family," says Steve, reclining on the new sofa the team insisted was essential for their strenuous games-testing routine. "We let Steve play Street Fighter The Movie if he's been good," smiles Lucy. "He's such a bright lad – he'll go far. We're very happy."

After years of therapy, Gus has at last found true fulfilment in the games room. "It's where I do all my entertaining," he says. "I'm so happy."

Claire and Gus were delighted by a recent surprise – the patter of tiny paws. Hambelina is their first child. "I'm very happy" says the teddy bear.



DOCTOR WHO GIVEAWAY

Steve Merrett may be gone, but the rest of us are still Doctor Who bonkers in the MEAN MACHINES office. To celebrate the long-overdue return of telly's top Time Lord in a brand new TV movie, we're looking back to the very first Doctor Who film. And giving a load of them away. Dr Who and the Daleks has just been released on the home of classic sci-fi, Warner Brothers' Beyond Vision label, at a mere £12.99. For your dosh you get the widescreen version of this lurid little masterpiece on a tape which also includes the tittersome trailer.

To be in with a chance of winning one of five copies of Dr Who and the Daleks that we're giving away, simply tell us who'll be playing the new Doctor Who in the forthcoming TV movie. Is it:

a) Joe McGann
b) Paul McGann
c) Steve Merrett

Send your entries on a postcard or sealed down envelope to SINK PLUNGER at the editorial address. All entries must be received by 15th April 1996,. Multiple entries will be exterminated!

LUCY

Geordie role-models are difficult to find on television at the best of times, and they're especially thin on the ground in commercials-land. Lucy has a hero in Rockin' Robie, the porky red-breasted Northerner who sings the praises of Rocky biscuits. "They're choc a block, man!" she grins, a recent chubbiness in the cheek department betraying a fondness that goes beyond watching the television commercials. "My next favourite is the 'Diet Coke Break' advert where the office girls watch the brickie guzzle a can of pop at eleven o' clock every morning. At ten o' clock every morning Claire and I admire Gus drinking his Coke and munching his egg and onion sandwiches in a very similar way. Not."

STEVE

"That Territorial Army advert creases me up," says Steve. "I for one would gladly give up my weekends to spend them knee-deep in mud in the Shetlands. Learning how to kill people. The new Fiat ad is a grin as well. 'Which one shall we have?' the bloke asks his 'children' in a case of crap dubbing so appalling it could get him a starring role in the next Ferrero Rocher ad." Our Steve's recently become a bit of a star himself, getting a favourable write-up for his footballing prowess in The Cheshunt and Waltham Mercury. "They said I was 'in fine fettle' and 'linked well with the more experienced members of the team.'" he beams proudly. So what was the final score in this headlining match, Steve? "Erm, 0-0..."

MEDIA WHORES

BOB HOSKINS
Steve 'triple action' Merrett
JOANNA LUMLEY
Angus 'terrible mess' Swan
BUSY WAX
Claire 'Use Bongo' Coulthard
NANETTE NEWMAN
Marcus 'Chicken Tonight' Hearn
MAUREEN LIPMAN
Lucy 'it's good to talk' Hill
PATRICK ALLEN
Steven 'ghastly aftermath' Key

MRS. BOB HOSKINS
Lisa Merrett
BIRTHDAY GIRL
Tina Hicks

SPECIAL THANKS TO: Simon for the party tickets, Cathy Campos, Paul and Hugh, Rich E

SPECIAL NO THANKS TO: THE STYLE FASCISTS

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COVER: Ultimate Mortal Kombat by Claire. Age 27. All her own work.

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COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, fella!

THE ENDING BIT
Love is a stranger in an open car, to tempt you to and drive you far away. Well, in Rich E's case, a bloody big black sedan has just pulled into the kerb. Steady as she goes mate. And I send my love to my deep sea diver.

NEWS

There has been an amazing flurry of activity for Saturn this month, following Sega's triumphant Christmas in Japan, and the making up of lost ground in the US and Europe. Thus a packed news file for your perusal...

KILLING FIELDS

PROJECT OVERKILL

BY: KONAMI

SATURN

RELEASE: AUTUMN 1996

ORIGIN: JAPAN

Konami plan to burst back into the Saturn market from this autumn with an ambitious new strategic shooter that should blow away their cuddly image forever. We've procured the first pictures of Project Overkill, an isometric view shoot 'em up set in a series of interlinked bunkers. Player characters are an elite band of special forces operatives each with their own specific weapons, including rocket launchers grenades and what's best described as an exploding pet.

The game's graphics are of gore and gratuitous violence make it set to be both a shock and snigger-fest, as your merciless warriors headbutt, pistol whip and splatter brains Pulp Fiction-style left, right and centre. Normally, Konami would make changes to the [illegible] because of strict German rules on the depiction of violence in video games. Overkill, however, will probably be the first in a new policy of not altering games for the whole European market, which is less pragmatic than just reprogramming the German version. Quite right as, after all, we did win the war.

PSYGGIES CRASH THE PA

VARIOUS TITLES

BY: PSYGNOSIS

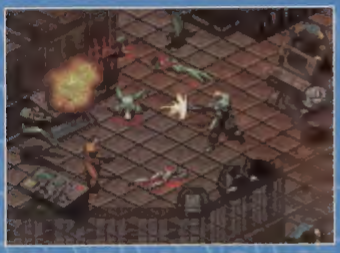
SATURN

RELEASE: SUMMER 1996

ORIGIN: UK

Psygnosis formally announced their intention to publish four of their Playstation titles for Sega Saturn before the Summer. Although the Wipeout story was broken some months ago by MEAN MACHINES (to some consternation at Sony) only now have Destruction Derby, Discworld and Lemmings 3D been confirmed. Taking into account Psygnosis' stated intention to once more be a multi-format developer, it would not be a surprise to see further titles like Krazy Ivan and Assault Rigs join the tally. We'd like to take this opportunity to welcome the boys back into the Sega fold again.

KEY



VIRGIN OLYMPICS

DECATHLON

BY: VIRGIN

SATURN

RELEASE: SEPTEMBER

ORIGIN: US

With the Olympics approaching, minds (reluctantly at MEAN MACHINES) turn to sport, that most unrewarding and pointless of activities. We've no objection to Virgin's development of a Decathlon game, however. Initially a Playstation project, Decathlon will be released for Saturn too, and features a range of novel control methods to replicate the traditional events of running, jumping, javelin, while running and the pole thing. More news as it comes.

ARTY

DEM BONES

SKELETON WARRIORS

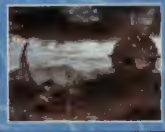
BY: PLAYMATES

SATURN

RELEASE: 1996

ORIGIN: US

American game giant Playmates have completed a horizontally-scrolling 'epic battle of light and darkness' known as Skeleton Warriors. It's received a fair amount of attention in the U.S., as it features some groovy psuedo-3-D perspective to its many levels and uses quite a few effects to beef out the frantic hack and slash action. MEAN MACHINES musical expert was most interested in the contribution of Tommy Tallarico, whose studios have provided a stunning orchestral score to the game. Tallarico, who earned his spurs at Virgin before coming the rich darling of the computer music world, should further enhance his reputation with a score which pays homage to Vangelis, Carl Orff and others, in our opinion including influences of the 'Big 5' Russian composers of the late Romantic era.



MOTORING SECTION

SPEED FREAKS

TITLE: NEED FOR SPEED

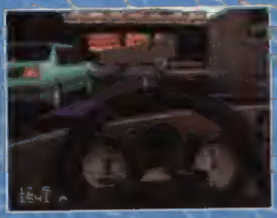
PUBLISHER: EA

SATURN

RELEASE: JUNE 1996

ORIGIN: US

EA have provided an unexpected but welcome surprise in their announcement of a Saturn version of the popular 3DO title, Need for Speed, sometime in the middle of the year. The game is best described as a driving simulation, rather than a racing game. The



classical graphics depict the expanse of the open road and levels consist of long picturesque drives. The game won acclaim on 3DO for its distinctive and realistic handling and the amazing pile-up crashes that are possible. There are no details of any enhancements or changes due, but we hope to see something of the game for next month's issue.

HIGH IMPACT

TITLE: IMPACT RACING

PUBLISHER: JVC

SATURN

RELEASE: JUNE 1996

ORIGIN: IRELAND

Perhaps best described as Hi Octane on four wheels, Impact Racing is a post apocalyptic driving game with a difference – your vehicle is armed with mines, lasers and other devices designed to inflict all manner of unpleasantness on the victims of your road rage. Drive through a futuristic concrete jungle, a snowy Swiss village and, of outer space, in your mission to blow your opponents off the road. Impact Racing is being developed by Funcom in Dublin for release by JVC this summer.

RALLY ROMPS HOME

The 'Feelgood Factor' emerging at Sega was enhanced with sales for Sega Rally which leapt to the top of the CD Sales chart after a single day in the shops. Rally has been such a massive hit that, in its first week, it recorded the largest sale of any CD game ever — beating all previous Playstation or PC CD-ROM weekly sales! In the end there was no need for Sega's own spurious 'don't pay your car tax' PR stunt, which entreated all Saturn owners to play Sega Rally instead of driving to work. Another scandalous snippet — the Toyota team who sponsored one of the Sega cars have actually been banned from competition for a year after cheating!

ZORKED

TITLE: RETURN TO ZORK

PUBLISHER: ACTIVISION

SATURN

RELEASE: MARCH

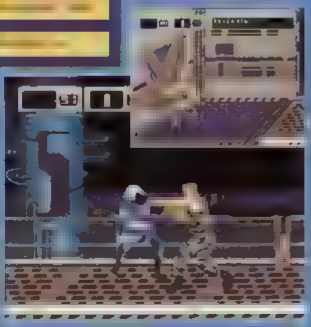
ORIGIN: USA

A descendant of Zork, the great grand-daddy of all adventure games, Return To Zork has been knocking around on PC since 1993, thrilling RPG buffs with its mixture of necromancy, FMV and amusing actors shot against blue-screen backdrops. A Saturn version with a new graphic interface and improved control is just about to appear in Japan and the UK conversion is surprisingly close behind. Veteran software house Activision are currently converting this cinematic sequel in the hope its mix of bearded wizards and buxom babes will put a spell on console owners as well. Review soon.

OVERLOAD

GOS

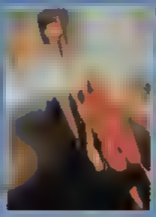
X-PERT WITNESS



CHILDREN ABUSE

GOS

JAM AND SPOON



STAFF WRITER 2000

WIN!WIN!WING!

OVER YOUR SHOULDER THROUGH YOUR LEGS IN YOUR FACE

SONY

PlayStation

CREAM OF SEGA

Welcome to this month's update on Sega's movers and shakers, all provided by those generous chaps at Gallup and authorised in an 'official regulating body' kinda way by ELSPA. In addition to the official Saturn and Megadrive sales chart, this month we're printing the results of our first Cream of Sega readers' poll. Numbers in brackets indicate titles' positions on last issue's chart.

HYPE CHART

What you, and we, are most looking forward to.

1 (-) WIPEOUT

2 (-) Old Capcom vintage holds considerable promise.

3 (-) Doom with real monsters. We're afraid. Very afraid.

4 (-) A stunning work in progress has whetted our appetites.

5 (-) The only survivor from last month's chart, displaced by more immediate goodies.

SALES CHART: SATURN

Gallup's survey of the best-selling CDs.

1 (-) [illegible] a ballet for the last of 'em [illegible]

2 (-) Continually strong sales for the simplest beat 'em up of all.

3 (-) An unrivaled new instalment in the FIFA saga.

4 (-) The addictive puzzle game proves a surprising dark horse.

5 (-) Core's shoot 'em up is still top gun.

6 (-) Dogged by supply shortages – more guns are on the way.

7 (-) Unbelievable – this game blows goats.

8 (-) The gameplay's still there, but it's looking rough round the edges.

9 (-) Little movement on this hardy perennial.

10 (-) The Saturn's first real RPG nudges in.

SALES CHART: MEGADRIVE

Gallup's guide to what's shifting 16-bit style.

1 (-) [illegible] and brand loyalty keep [illegible] number position.

2 (-) Yours for less than twenty quid.

3 (-) 100,000 copies sold and rising.

4 (-) Deserved classic status here.

5 (-) Like Sonic and Knuckles, this is another heavily discounted oldie.

6 (-) Who'd have thought golf could be this good?

7 (-) Still going strong, alongside the sequel.

8 (-) Ambet thrills with our nosey friend.

9 (-) The best Sonic of all is back.

10 (-) The sequel's on the way.

BE AN OPINION FORMER

Each month we'll be listing your favourite Saturn titles and the games you're most looking forward to. Just fill in the coupon and tell us what you think. Also, take a guess at what the most popular game of the month will be. One of those smart enough to predict what's at the top of the readers' chart will win a copy of that game!

MY TOP THREE SATURN GAMES ARE:

_____

_____

_____

I'M MOST LOOKING FORWARD TO

_____

_____

_____

I PREDICT THE MOST POPULAR GAME WILL BE

_____

NAME

ADDRESS

Send to Cream of Sega, MEAN MACHINES SEGA, EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

OFFICE CHART SATURN

Our choice of next generation titles.

1 (-) [illegible] is the wine – this just gets [illegible] the more you explore it.

2 (-) Not smart, but Rally is proving mind [illegible]

3 (-) The ultimate console footy is still without serious challengers.

4 (-) "Bonkers multi-player mayhem." enthuses an addicted Steve.

5 (-) Available here at last, and re discovered by Gus and Marcus.

READERS CHART SATURN

Your choice of the best Saturn titles.

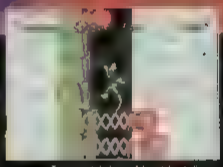
1 (-) SEGA [illegible] success for the finest [illegible] game ever.

2 (-) Only just behind – the finest beat 'em up around.

3 (-) Clean up the streets from the comfort of your own home.

4 (-) Relegated by the Big Three, but for how long?

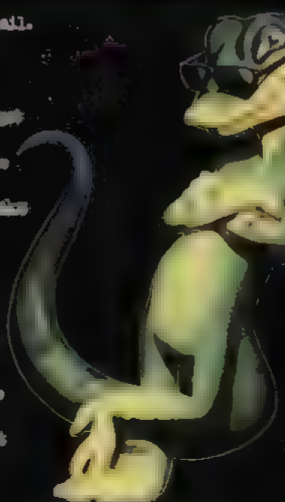
5 (-) Core's cracking copter crashes in at 5.



Try jumping, tail-whipping & face-stinking to discover secret levels/bonus stages that only 9V in Engineering knows about

Get ready for one serious See-Food Cocktail.

It's GEX, your bug munching, tongue-lashing alter-ego. Oh yeah, we got Hungry-Man portions of pop-culture cheese all right, with late night TV freaks like Elvira and Flatulence Man. But it's our special sauce—over 200 hilarious one-liners and sound effects from NYC® comedian Dana Gould—that give our major attitude to forget about good taste. And go with the cheesy bug du jour instead.



CRYSTAL DYNAMICS

GEX for Sega Saturn™ and the PlayStation™ game console.

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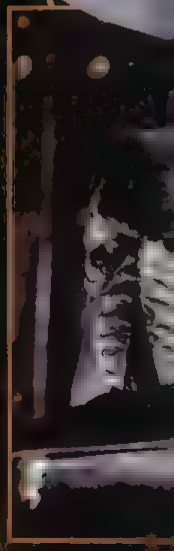
Many were taken by surprise when Acclaim parted company with the Mortal Kombat series. The [illegible] and the sequel had been 'cash cows' for the firm, and had partly built its reputation for screaming blockbusters. Contracts end, however, and when the big A's deal with Williams came to an end, there was a big player ready to step in.

GT Interactive is not a name to arouse Saturn owners, but then they haven't released any games. Confidently, they have chosen Ultimate Mortal Kombat to be their first Saturn release. Confidence is warranted, since the [illegible] performed by Derbyshire progr[illegible] originally brought to attention for the[illegible] Jungle Book (Megadrive), Earthworm Gearl and the impressive Cool Spot Game Hollywood.

Eurocom were originally entrusted to create a Saturn version of the MK3 arcade machine, which was due some months after the Playstation version. In state of affairs dictated by Sony paying a ridiculous fee for a three month 'exclusion' period. Dare we suggest this arrangement has worked in the Saturn's favour, as Williams began working on an arcade update 'Ultimate Mortal Kombat 3' some months after, released around Christmas. Tragically, this was too late to affect the completed Playstation game, but Eurocom approached Williams with the idea of introducing all the extra features from the Ultimate coin-op into the Saturn version. The result was a few months extra programming, and a substantially augmented edition of a hit game, all for no extra cost!

MK3 itself is now the classic definition of the beat 'em up. Four years ago Capcom were riding the crest of a wave with Streetfighter II, then, much to their surprise, the 'parvenu' Mortal Kombat overtook it in popularity in the States and Europe, on the back of hyped home conversions and aggressive updates that sharpened the gameplay and broadened its gory appeal.



IS IT LIKE THE ARCADE?

Yes. Eurocom have had access to arcade code for all the characters, animation, sound files and even animated logo sequences. The faithfulness includes the removal of the arcade's attract mode (lots of tossy stories about the contenders taken out of Ultimate Mortal Kombat). More importantly, it means the inclusion of the seven new characters, including three secret ones not present in MK3. Graphically, the sprites are 85% sized from the original, the reduction being necessary to maintain the screen ratio. The mid-resolution mode the Saturn uses is very close to that of the coin-op, so it looks spot on. At Eurocom, an arcade PCB is running alongside the Saturn version in development, and they look as if hatched from a single egg.

MORTAL KOMBAT

MORTAL KOMPACT

The valiant effort to fit this massive game inside the Saturn should not be underestimated. The problem lies in the 2MB of RAM within which all the moves of both characters, background graphics and sound effects must be kept. To ease this, the speech and fatalities at the end of each round are loaded separately as needed. The Saturn's superior spot-loading means this should be less intrusive than it seems on the Playstation.

WISH YOU WERE HERE

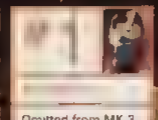
Ultimate is an opportunity to visit four more Outworld holiday locations. The best are Desert (where an animated half-buried Cyrax struggles in the dunes) and Hell, made up of pillars of skulls shrouded in a fiery mist. This stage supports its own new pit fatality. Cavern is a palatial environment with the MK Dragon symbol embossed on the floor and Waterfront depicts a riverside scene in a derelict city. This is not pictured, as work on the river is one of the last things to be completed. These new scenes are automatically selected more often than the others when you first play.

A TRAINSPOTTER'S GUIDE

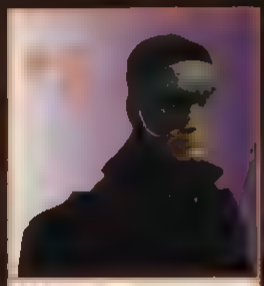
There are loads of characters to play as and to fight against in this version of Kombat, and unfortunately, far too many for us to cover in any great depth. But here is a brief look at each character just to whet your appetites.

ENCORE: OLD KARACTERS RESTORED TO ULTIMATE

#1



Omitted from MK 3 she has made a return for this version, sporting a revealing new outfit and a touch up for her Stretch K... fatality



#2

#3

Originally an unplayable secret character from Kombat 2, she ...ade the transition to a ...ble fighter. Her Spike ...particularly nasty

...included again in this version, Reptile has had his arsenal boosted with a new Dash Punch, improved Acid Spit, and a new fatality for you to muse over

#4

Another character who has made it back into this latest version, he has acquired a new Hellraiser fatality that ...more on sound effects than

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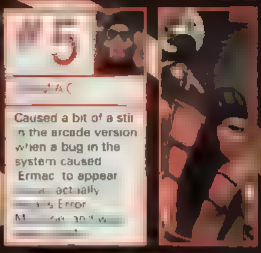


Caused a bit of a stir in the arcade version when a bug in the system caused Ermac to appear ...actually ...Error M...

#6

...She is one of the hidden fighters ...can be found by entering the correct Kombat Kode. She remains largely the same as in the other versions

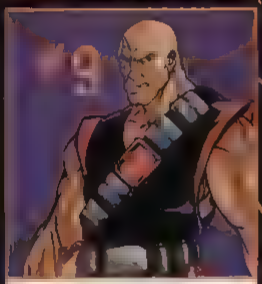
#7

CLASSIC SUB

As mentioned before, this is the old Subby from the ...er games. Again, he is ...ressed by entering a Kombat Kode. There was initially some confusion with ...eople believing Classic Sub was actually a new character called Rain

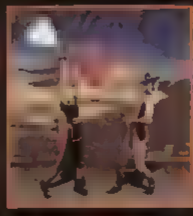
OLD FAITHFULS

...ng his ...eta...a ms ... MK ...pears that rust has set in ... ...ay as ...e stays ...ster Sin ... ...ince.

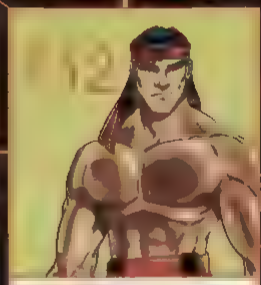


M...g from 2 fo...nd ...n 3, the hard ... of the game ...s back. Check ...t ...ke...eton Removal fatality for ... ...check us. He also has ...

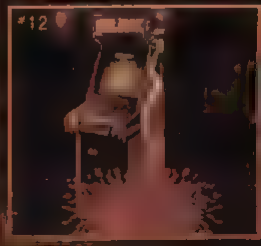
... for ... two characters to have ... ...through every game, he has ... developed ...oads of morphs ... ...re...n more characters ...



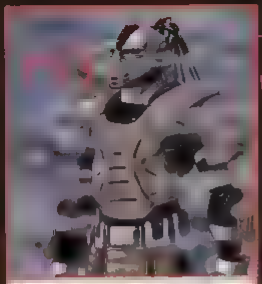
...has ...forwad s...ce MK 2 and ... ...ely an O.A.P compared to ... ...ers. His Hat Slice fatality ...ow ... ...ponent into three little pie...s



Th... second b...ke to make ...a... ...g... ...as the be...n ... ...y, the f...est fatality. T... ...



KARACTERS NEW IN MK3



is playable in this version
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the new Sub-Zero with
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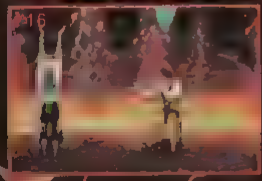

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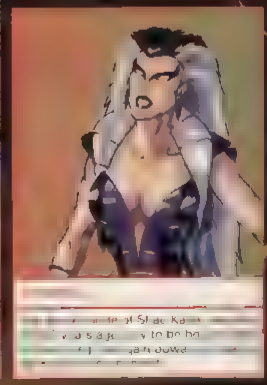

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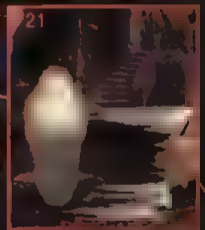
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PROGRESS

PROJECT

PUBLISHER

INITIATED

RELEASE FORMAT

DEVELOPERS

First of all, how did this state of affairs come to pass? Last October, Wipeout was being rubbed in the face of every Saturn owner or Sega supporter, a symbol both of the Sony Playstation's power and the Saturn's inherent weakness. The game flew off the shelves in much the same manner as its greatly-debated star vehicles. It was 'the game that Saturn couldn't handle'. Now, barely more than a month into 1996, a near-complete version of Wipeout is gracing a Saturn in Sega's own Chiswick headquarters. Is this not like Winston Churchill offering to publish an English translation of Mein Kampf. Maybe not, as Psygnosis must have had plans for Wipeout on Saturn months before then. Games like this don't write themselves in a matter of weeks. Although the unofficial announcement of the Wipeout conversion, published just before Christmas, must have had unwelcome timing for Sony, now with the heat of competition fading for another six months, Psygnosis have removed their blighty-protecting posture as a multi-format developer, cocking to purchase the demand for their titles on all commercially viable hardware. Wipeout is the first console cornucopia of the mid-90s, and its arrival cannot help be boosted by the near-hysterical praise lavished on the original. But can the Saturn handle it?

CLASS WAR

The vision is designer racing teams. Four of them with territorial allegiances and individual technologies. Each team supports two star pilots, each demanding their own iconographic identification.

AG SYSTEMS

team, with adequate cornering and above-average acceleration. AG craft are light and responsive, but prone to buffeting by other vehicles.

FEISAR

Europe's entry into the [illegible] racing. Everybody wants a Feisar for Christmas, but are they serious machines? Novices will love their handling and acceleration, but only while they have provisional licenses.

AURICOM RESEARCH

A North American [illegible] of a handgun in the hands of the inexperienced.

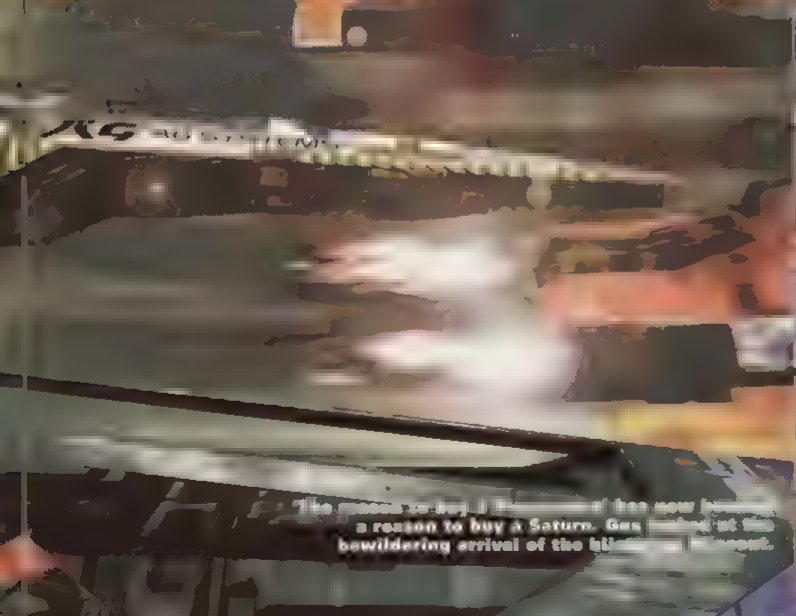
QIREX

Monster machines from the Eurasian engineers. Heavy and slow-turning, only the cool and the accomplished will be able to handle the Qirex craft but nothing else will get in their way.

DESIGNER DEATH

Weapons play a major part in any Wipeout tournament, allowing confrontations of Hill/Schumacher proportions. A single charge of each Wipeout power-up is gained by running over the coloured pads built into the racing surface. What you get is denoted by a stylish icon: shock-wave, boost, shield, mine and missile are all on offer.

wipEout

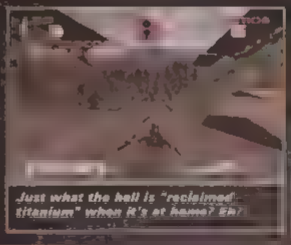


The reasons to buy a [illegible] has now become a reason to buy a Saturn. Gus [illegible] at the bewildering arrival of the [illegible] contender.

ROAD RAGE

TERRAMAX

Generally, not the most exciting course visually, apart from the central feature of a long grid-ded suspension bridge. The challenge comes from two sep-arate, unforgiving jumps that demand a high level of speed to successfully cross.



KARBONIS

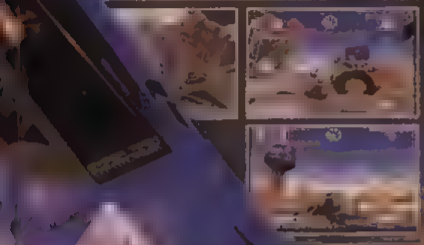
The 'Rocky Mountain Way' of Wipeout. An outdoor course of wide space and extraordinary natural beauty. Expect long tweeting, banked turns and saw-tooth bridges. Keep an eye out for two exotic Buddhas which look strangely out of place.

ALTIMA VII

The beginner course, but no walkover. Altima has one large jump into an intimidating cliff face which introduces the aero-dynamic concept. After the fall comes a huge scoop rise out of the cliff tunnel before soaring across an arching scaffolded flyover. An uplifting ride.

ARRIDOS

A stunning trip through a series of arid canyons, lined with layered sedimentary rock foundations. A sense of low ceiling in the many tunnels, and a choice of routes to take past animated mining equipment and rusty iron supports.



KORODERA

Our favourite: an urban, dystopian post-industrial nightmare. Ride through what looks like communist Eastern Europe (or Birmingham). Corners are ludicrously sharp, tunnels dangerously dark, and the smokestack scenery a constant distraction.

WHEELIE WORLD

Set in a wheel-redundant future, Wipeout's craft handle differently to those in any other racing game. Conventional left/right [illegible] inertia are used for banking, which is effective for [illegible]. More radical turning involves the use of the [illegible] which activate the twin air-brakes on each craft. Added to the technique of raising or lowering the [illegible] of the spoiler, which affects the [illegible] sections of each course. True Wipeout [illegible] using all controls to complement each other.

LINK-UP?

Note: at this time Sega and Psygnosis are in discussion over a link-up cable mode for Wipeout. As the game has a limited period of development left, it's unclear whether it will be possible to incorporate it.

SILVERSTREAM

Incredible Arctic scenery belies the savage nature of this toboggan ride of a course, with mountainous ridges cresting into huge dips. There are three different routes to take on a journey through yawning caverns ornamented by rows of gleaming icicles.

PROJECT

PUBLISHER

OUTSIZED

RELEASE

FORMAT
SATURN

DEVELOPER

One man and his dragon proved a popular team last year. Sega return with Panzer 'Zwei'. We have ways of making you play.

Panzer Dragoon was one of the most significant Saturn games of 1995. Not just 'significant' in that Sega sent out loads of press releases and review copies, and all the magazines provided reams of eager coverage. It had a deeper significance as a bold, imaginative project that would define the ingenuity and flair of Sega's development as well as the power of its machine. It didn't quite work out that way. Panzer was a fantastic piece of work, but undeniably flawed.

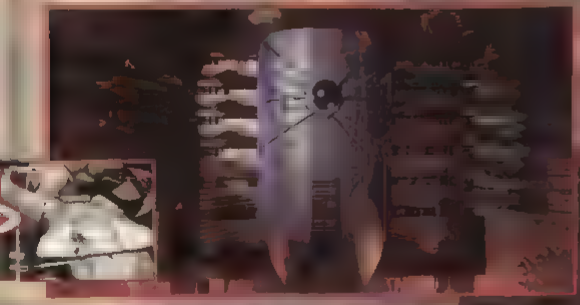
Not entirely surprising considering the history. Andromeda, a small Tokyo based developer, had been working on a version of the title almost since the first operating system of the Saturn appeared. Work towards the launch of both system and game was seemingly in tandem. Panzer Dragoon first appeared as a demo, 'shooting game', and looked, by the standards at the time, mind-blowing. When the finished product appeared in March '95, much of that original promise was fulfilled. The game had a cinematic sweep and a sense of drama heightened by amazing end-of-level confrontations. It also had two obvious weaknesses: it was too short and too linear.

Andromeda have been working on the follow-up since then. Although the game genre is the same, it's quickly apparent that Andromeda have addressed some of the origins complaints — linearity being chief amongst them. The team have also had the benefit of a year's development in Saturn programming and the results extracted from the machine during that interval have improved dramatically.

Panzer Dragoon II Zwei

BIG AREA

Andromeda have given the player a greater sense of freedom by increasing the size of the playing area. Each level is wider from right to left, but more importantly, a new sense of height is given. This works best when the panzer is running on the ground, as he can look up at the scenery for an incredibly effective panorama effect



RUNNING UP THAT HILL

A clue to one of the game's new scenarios comes from the original Panzer Dragoon's non-playable introduction. There, the rider is seen on a ground-based mount, exploring the canyons of a desert wasteland. Andromeda have taken this as a basis for riding sections, with dragon and rider fighting from the ground.The programmers have, at some points, interchanged the game modes dramatically. One, for example, has the running dragon launching himself into the air from the edge of a huge precipice

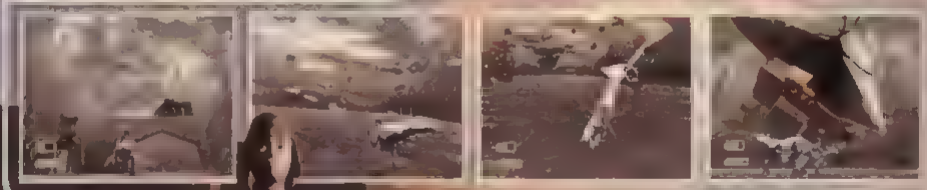
PANZER DRAGOON II ZWEI

WORLDBUILDERS

MEAN MACHINES has seen the most up-to-date version of the game, which still only displays three levels. The variety within the play areas is more pronounced than the original game, with much more complex graphical scenery. So far, each has one incredible boss.

EPISODE 1

The introductory level is scenically reminiscent of the original game's plot intro. There is initially a running section within a sequence of majestic canyons. Forks in the canyon force you to choose different routes through the levels. The canny player will take the right hand route which leads to a breathtaking assault on a long fortified canyon, armoured trains trundle overhead on towering battlements. The climax to the level is a huge airborne bomb ship which dumps massive crates, forcing you to dodge them like that bit in the Volvo ad



EPISODE 2

This trip through a deep forest shows the remarkable leap in visual standards between the first and second game. Layers of lavish parallax create the illusion of dense foliage, with your dragon weaving in and out of huge tree trunks under a vast canopy of leaves. The remarkably tranquil atmosphere gives way to a terrifying boss encounter with a creature inspired by Giger's Alien. A huge powerful quadraped, it lunges, leaps, swings from the trees and casts poisonous pods. Arguably one of the most dramatic encounters in Saturn gaming.

EPISODE 3

A far from complete version of this level was on the disc. It was playable, but full of rough edges and rather confused. Basically, it reprises the level four setting of the the first game — a network of underground tunnels, tackled at a reckless, rollercoaster pace. There's a spooky interlude section where the panzer is menaced by huge spider-like sentinels, but this is all just build-up for the incredible finale. Surrounded by water, channelled onto a narrow bridge of stone blocks, the panzer spots something lurking under the surface of the water. It's your worst nightmare.

PROJECT

PUBLISHER

DEVELOPER

RELEASE

PLAYERS

Last year's Story of Thor was hailed as an instant [illegible] Ancient [illegible] drive [illegible] Thor [illegible] gameplay. Thor [illegible] the [illegible] adventurer ever [illegible] the most valuable."

And for Saturn Thor, Ancient have put him through further athletic [illegible] It's [illegible] to offer [illegible] Babylon [illegible] tactical [illegible] them [illegible] Thor [illegible] are [illegible] Thor [illegible] may [illegible]

Hanging Gardens of Babylon it ain't, but more exciting than Babylon bloody Zoo

Hmmm interesting picture don't you think? Great for captioning

gor

As you stroll down the river, a giant rat has decided to try and write his name in the water. Had a slash, in other words.

Watching a drunk Ed Lomas attempting VF2 impressions provides much inspiration for this caption.

PROJECT
CUTTHROAT

PUBLISHER

DEVELOPER

ORIGINATED

RELEASE

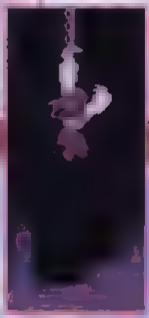
FORMAT

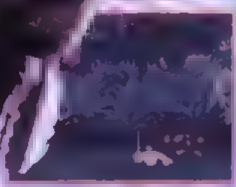
Just when we thought we'd seen it all, some one goes and comes up with a fencing game. Yes, a slice 'em up. With a Geena Davis sprite as your [illegible]. All based around a [illegible] pirate film so incredibly [illegible]sive that it jolly rogered it production company, who have [illegible] sunk without trace. Does exactly sound like a sure-fire [illegible] does it?

CUTTHRO

If for some strange reason Geena Davies is reading: stick to weepies.

I've nothing against women pirates, but not ones with rubber lips.





TREASURE ISLAND

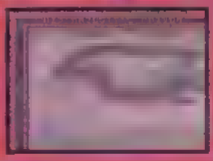
MAP'S THE WAY TO DO IT

...your journey across sea... games is portrayed by joining the dots on your gradually... a different level of the game... that X marks the spot for it.

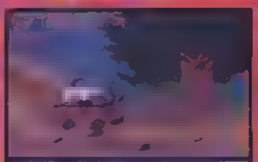
CARIBBEAN CRUISE

One or two players can journey their way through this pirate adventure in either 'brawling mode' (solitaire) or 'swashbuckling mode' (fencing). Play as either Morgan or her sis of mate Shaw, and... ...as across the screen – backwards and...

...the ability to use new special moves. Hone... ...defence in a journey fraught with danger...



Spring Shaw from jail and knock out the governor – an evil psycho known only as 'The Warder'. Once he's seen to, grab the piece of map he leaves behind and take his keys.



Dodge the trees and boulders in this quarry cart chase. Sharp reflexes and a good memory for what's derailed you previously is the only way to get through this high-speed slalom.

On Cutthroat island itself you'll have the perils of the jungle to contend with. Watch out for monkeys, the deadly Dawg Brawn and if you get that sinking feeling, just keep paddling...

PROJECT

PUBLISHER

INITIATED

RELEASE | FORMAT

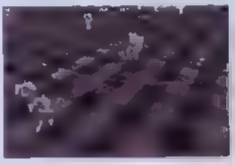
DEVELOPER

Can you believe that England actually qualified for the forthcoming Euro '96 Championships? No, neither can we. Forgetting the fact that because we are the hosts, we didn't have to qualify, it's still quite an achievement. And we got to play Scotland as well! (For the benefit of all the Scottish readers, you get the chance to play England as well! For all the Irish and Welsh readers, tough titty, you didn't quite make it.) And the people from France/Spain/Anywhere in Europe can rest at ease as they don't have to worry about the English yobbos coming over and drinking their beer and smashing their shops.

Aside from our obvious dungeery in the football stakes, Sega, who are not ones to pass up the opportunity for a quick game tie-in, have snapped up the rights for the Euro '96 licence, and have been hard at work in order to bring you the game in time for the tournament itself. Those of you who are in the know will undoubtedly recognise the game as being not too dissimilar to Actua Soccer on the Playstation from Gremlin Graphics, and you'd be right because it is. Except that it's effectively Actua 2.

When the game was commissioned the programmers set out with a basic aim: there was to be no resemblance to a run of the mill sequel, as certain other football games now have a habit of being. For a start, the new Saturn development tools have been used to boost the players' colours from a paltry 32 to a buxom 256, and all of the player movements have undergone a bit of surgery too – there are new goal celebrations, the players have a few more tricks up their sleeves, and they have all benefited from an increased number of animation frames.

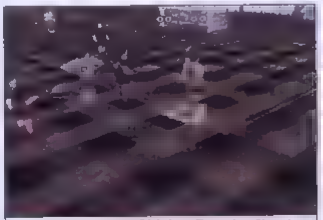
And the news that will please most of you, is that it will be tenfold better than the Playstation version. In fact, the programmers have used the Sony game as a test run for this, ironing out its faults to make it even better. The graphics may look a bit dodgy in the screenshots, but rest assured that they will improve dramatically by the time the finished version appears. The game is currently 80% complete, but the final 20% is to be spent polishing up the graphics substantially. For those final touches, a team of ten programmers are going through it with a fine-toothed comb, searching out any remaining glitches.



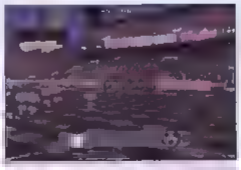
This screenshot is for the benefit of all

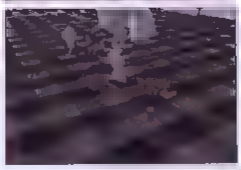
THERE'S ONLY ONE BARRY DAVIES

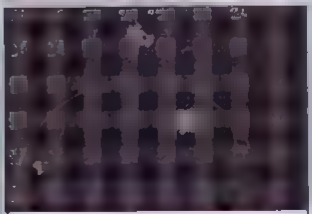
Euro '96 has benefited from the dulcet tones of Barry Davies. As well as being superior to John 'Fifa' Motson in his commentating, the developers have decided to add lots more to his repertoire of clichés by calling him in to record a whole new batch of speech for the Saturn edition. Apart from the player names and commentary, Bazza now gives you snippets of info before and after the match about the teams playing and the weather conditions, and he also gives a run down of how each of the teams qualified, specifying where they finished in their respective groups, and a brief form guide as well. And, to top it all off, he now has little blurbs for free kicks in dangerous positions. But Mr Davies aided the programming team in more ways than one. For the more obscure teams who qualified, he proved to be a fount of wisdom, by providing all the stats and details for the more obscure players that the developers were having troubling finding. All together now, For he's a jolly good fellow, for he's



Number 8 felt like Chicken Tonight. Number 10 and the two defenders marking him all decided to make a conga line. Then the Arsenal training session ended.



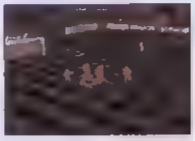




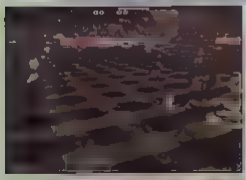
God has blessed you my child. Either that, or Stars in Your Eyes went wrong.

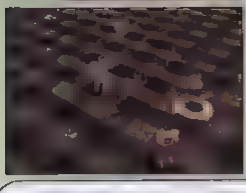
SOME OF THE CROWD ARE ON THE PITCH

The Euro '96 games are scheduled to be played in seven grounds around the country, and due to the official licence (have we mentioned that before?) Sega have been granted permission to use all of the grounds featured. So, a professional model-maker-type guy spent over two months creating each of the grounds individually, right down to the last seat. In case you are wondering, the seven stadia are Wembley (which will host the final), St James' Park, Villa Park, Elland Road, Old Trafford, Anfield, Hillsborough and the City Ground.



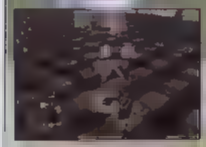
'Our' Steve is the one member of the team who likes standing on cold, wet concrete on a Saturday afternoon, screaming obscenities at 22 eager individuals. When he's an editor, he'll be able to do it from a comfy swivel chair at work. But who better to check out Sega's Euro '96 Soccer?





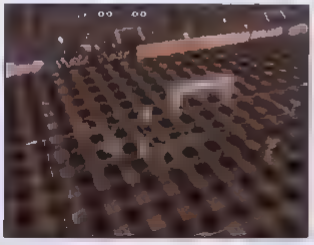
OFFICIALLY, OFFICIAL... OFFICIALLY SPEAKING

Because this is the official licence of the game, the programmers have gone to town by incorporating all of the possible aspects of the tournament. The countries who will be featuring in the finals (16 teams altogether), are all playable, and when selected in the championship mode, will be in exactly the same groups as their human counterparts in the actual tournament. As a result you can have a mini Euro '96 tourney in your own home, and then watch the real thing on the telly, gaining double the excitement for half the price (?) Fantastic.

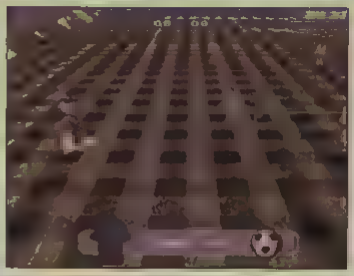


CHANTS WILL BE A FINE THING

As if all this lot didn't sound realistic enough for you, the developers are working really hard in the sound department to make the game sound like you're at a proper match. Special attention has been paid to the crowd songs – they hope to include at least one song relevant to each team, and in some cases more than that. Obviously, some of the songs heard at matches are a little too 'graphic' to go into a nice family game like this, but expect the constant banging of the drums and Olé jeers from the Spanish, and seats being ripped up, and bottles being thrown onto the pitch by the English. Allegedly.

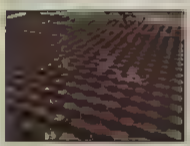


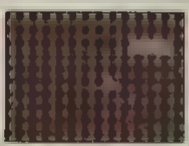
By this point in the design process, Claire was getting very short-tempered, so she gave me this to caption. Thanks very much.

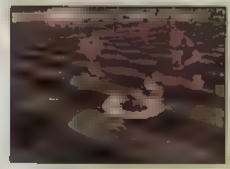


ANYTHING ELSE?

Well, actually there are a couple of other things. For a start, remember Chris Woods, that old England goalie whose career has undergone a turn for the worst? Well, at least he is still playing, albeit in a video game. He's been doing a bit of work on the sly along with a couple of his Premier League teammates. They were filmed doing their best tricks and slapped into the game to give it that extra realism. Also, he gave the programmers some pointers about what he tries to do in a match, to give the characters improved goalkeeper intelligence. So now, if you put all of your shots in the same place, the 'keeper will become aware of this and 'learn' to dive that way.







...the ball and win a year's supply of Saturn games, a Saturn, a lifetime subscription to MEAN MACHINES and a Marcus-style goatee beard. Fantastic.

COMPUTER
AND
VIDEO
GAMES
A CUT ABOVE THE REST!
AND A HACK... AND A SLASH...
Guardian Heroes
ISSUE 172 OUT NOW!

PREVIEWS

There aren't many things in the world that can boast more sequels than Police Academy, and certainly not sequels that get better as they go along, but Streetfighter fills the bill. Ladies and gentlemen – this is the next instalment of the epic saga.

Most surprising [illegible] game is that it isn't [illegible] Ever since the first few arcade machines arrived on the scene as sea of incontinence pants and rubber bedsheets hit the road as the gameplaying public went crazy for a bit of Streetfighter. Maybe the market is getting bored with upgrades?

Streetfighter Alpha is, however, more than an upgrade. The whole feel of the game has been completely overhauled, enabling even the most ardent of fighters to gain something new from playing this. The actual game is set after SF 1 but before SF 2, which explains some of the 'newer' characters' selection for the game. The best of the rest are back, and have undergone plastic surgery to beef them up a bit. And of course there are the gratuitous secret characters. Akuma is making his regular appearances in Capcom one-on-one beat 'em ups, and Bison (or Vega in the [illegible] version) is playable as well as the other secret character but he is [illegible] tougher to [illegible]

As well as the secret characters there are a couple of other hidden games. You may have seen the two onto one fight where you and a mate can fight Bison as Ryu and Ken. There is also some game info that can be accessed giving you info about, well, the game unsurprisingly. Whatever your current view of Streetfighter, I guarantee it will change when you play this.

THREE, TWO, ONE, ZERO!

Being as there is the odd new geezer/geezette in the troop, we felt it was necessary to profile each character for your reference. Now, pay attention.

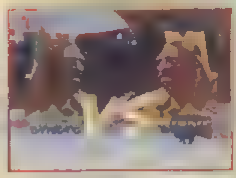
RYU

KEN

STREET FIGHTER ALPHA
WARRIORS' DREAMS

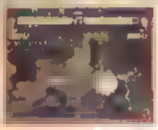
GUY

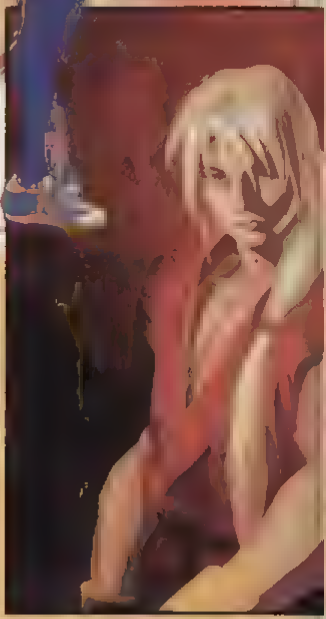
BIRDIE



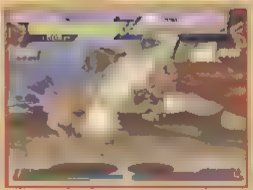
STREET FIGHTER ALPHA WARRIORS' DREAMS

CHUN LI

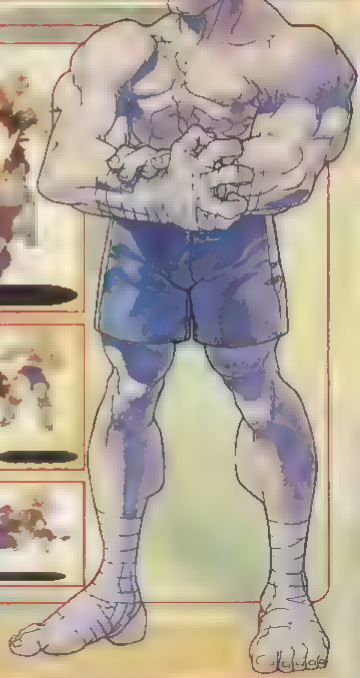




ADON



SAGAT

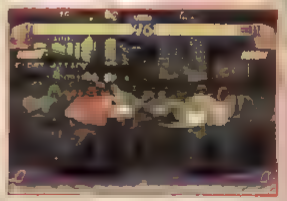


ROSE

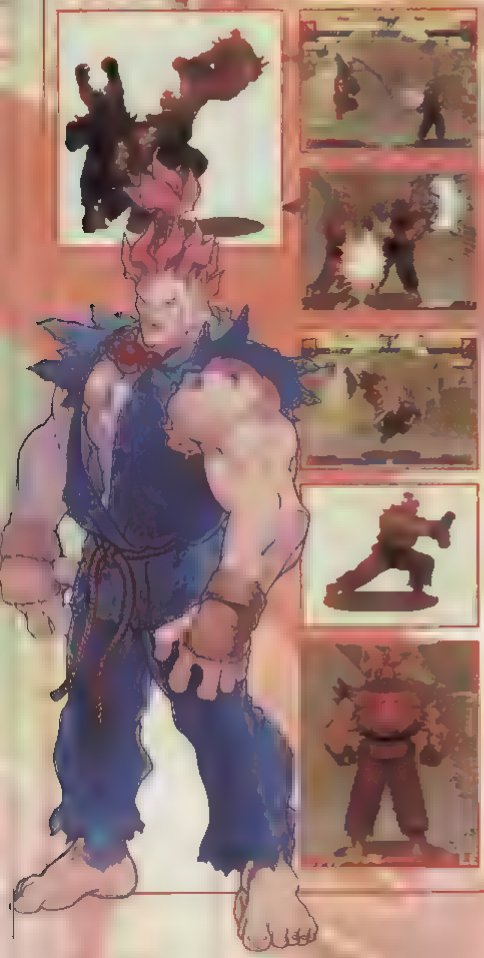
STREET FIGHTER ALPHA WARRIORS' DREAMS

SODOM

CHARLIE



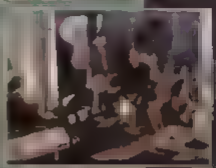
AKUMA



BISON

CM C64

SPYCRAFT

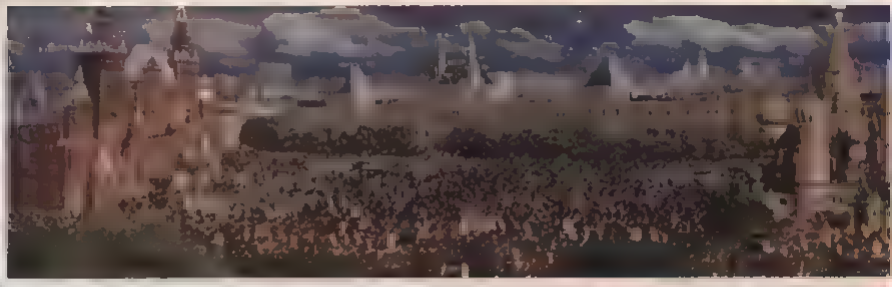


A VIEW TO A KILL

Ironic. Just kidding.

KAT

MIX AND MATCH



SPYCRAFT

THE GREAT GAME

WILLIAM COLBY

A division recruited William Colby director of the CIA between 1973 and 1976, as a storyline advisor to Spycraft. Colby himself also appears in the game, and has agreed to offer advice to players on the Internet at designated times. The Central Intelligence Agency was established by President Harry Truman in 1947 under its charter, the CIA is empowered to conduct foreign intelligence activities and has no domestic security or law enforcement functions. All questions of a "grassy knoll" nature will be frowned upon during internet sessions

OLEG KALUGIN

One of the major advisors on Spycraft was former KGB major general Oleg Kalugin. Kalugin has been based in the US for the past twenty years, the final twelve of which he spent overseeing counter-intelligence operations for the KGB. During this time he personally handled the defection of Edward Lee Howard before defecting himself, with William Colby's help. Kalugin provided advice about KGB operating methods for the game. His key areas of expertise include economic and security concerns as they affect Western investments in Russia and private sector consultancy. Internet users can also 'meet' Kalugin during scheduled conference times

BRIAN LAR

BY CODEMASTERS

GAME TYPE Cricket

RELEASE MAY 10th

PRICE TBA

1-4 PLAYERS

16 MEG

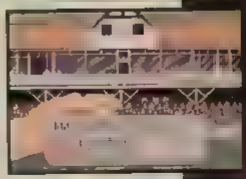
COMPLETE

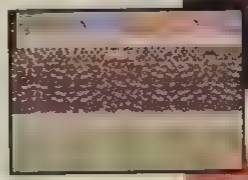
He's the man English cricketers love to hate. Every time England play against him he usually rattles up a whopping score as we get crushed yet again. He holds the World Test Cricket record for runs scored – a mammoth 375 against England. And he holds the English County Cricket record for the most runs scored, a whopping 501 not out. So is there any better man to base a cricket game on? We think not.

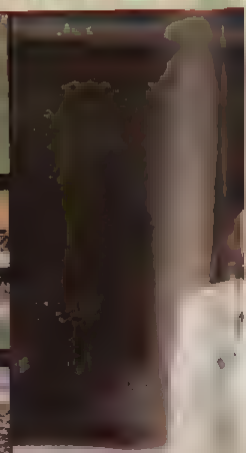
The original Brian Lara Cricket was one of the biggest Megadrive games of 1995. During last summer it spent 10 weeks at the top of Gallup's video game chart and from July to September was the best selling game on any format. Now imagine the difficulty in Codemasters' task in trying to improve on that. Do I sense that this message will self destruct in five seconds?

Well, for a start they actually listened to you lot: the people who bought the game. They picked out a hundred punters who returned the mini questionnaire cards that appeared in the box to get their views on how to improve on the formula. They took all of their ideas into consideration, and the ones that cropped up the most were deemed worthy of putting in the upgrade.

One thing that Codies want to stress is that this is a whole new game, incorporating many more aspects of cricket than just international matches. County cricket, World Cup cricket, international tests and historic matches have all been added to give the game improved lastability. And for all the cricket novices there is a chance to nip down to the practice nets to brush up your skills.

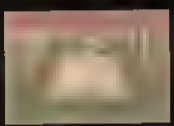




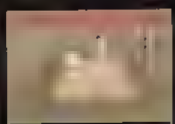


DOWN TO THE NETS

One of the many new features to be incorporated in this version are the practice nets. If you decide to have a bash at your batting, you can select which type of bowler you want to face, thus helping you to become accustomed to the various swingers and spinners who may be your opponents. You can also make a copy bowl, where you decide on power, pace and placement – the computer will then keep on bowling that same delivery until you decide otherwise. And bowling will er, let you bowl, surprisingly.



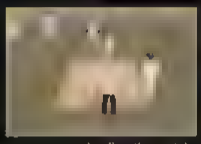
You've heard of road rage – this is cricket rage. Select Aggressive to beat them with the bat.



As the bouncy apple rolls towards the sponge fingers, the batsman waves his twig.

RA CRICKET

RAIN STOPPED PLAY



A new feature of this version is the 'rain stopped play' element. When you are playing, if the weather is looking a bit dodgy the heavens may open, leading the match to be temporarily abandoned. The rain will start off slowly and then, when the heavy stuff arrives, the covers will come out and a clock will pop up [illegible] stopped for.

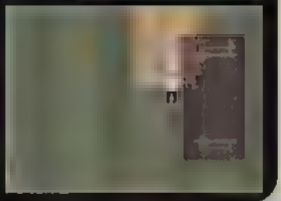
On the third drop, the weather will be pissing down, and the pitch soaked.

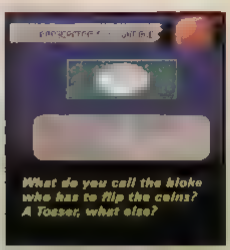
YOU CAN COUNTY ON ME

Out of the hundred people who gave their views on how to improve the game, about 80% of them said they wanted to see county cricket included. Codemasters agreed and got to it. All of the 18 teams that play in the championship are available for selection with the player rosters and statistics all up to date from the end of last season. The only style of game to play here is a one day competition, with a limited amount of overs that you can alter at the start. The action is pretty dramatic as far as cricket games go, with the batsmen concentrating much more on attacking strokes and getting more runs than keeping themselves in for long periods of time. Which means that from the bowling point of view, the only main objective is to keep the run rate low, and burn up the overs as quick as possible.

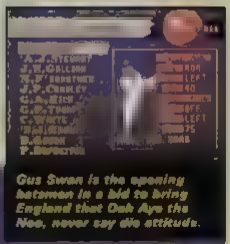
ALL CHANGE PLEASE

As well as the standard changes made to the game styles, there have been a number of smaller, but just as effective, alterations. For a start there is more than just one pavilion in front of which the coin toss takes place, and the grounds and pitches you can play on have also been upgraded. Different pitch styles are represented by different graphical touches – a dark pitch signifying a hard surface that gets slippery after rain, and a light coloured playing surface signifying a hard and very dry area. The bounce of the ball and the bowling style you should use should change to accompany the conditions. The fielders have also been improved, with slip catches, behind catches and dives now the order of the





What do you call the bloke who has to flip the coins? A Tosser, what else?



Gus Swan is the opening batsman in a bid to bring England that Ooh Aye the Noo, never say die attitude.

FEB 14 ENGLAND V NEW ZEALAND
FEB 15 SOUTH AFRICA V ALL TIME XI
FEB 16 WEST INDIES V ZIMBABWE
FEB 17 SRI LANKA V AUSTRALIA
NEW ZEALAND V ALL TIME XI
FEB 18 INDIA V ALL TIME XI
ENGLAND V ALL TIME XI
FEB 20 SOUTH AFRICA V NEW ZEALAND
FEB 21 INDIA V WEST INDIES
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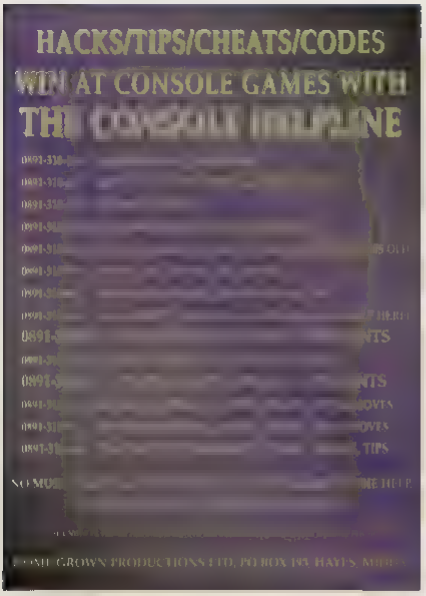
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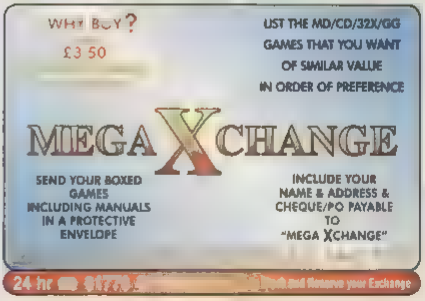
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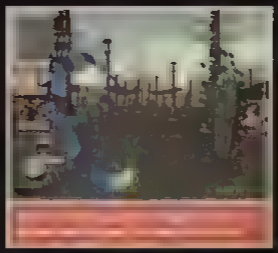
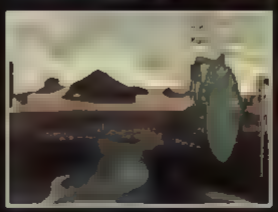
Golf has been described as many thing down the ages, such distinguished commentators as Mark Twain and Bruce Forsyth waxing lyrical on this most leisurely sport. One thing golf has definitely never been described as is "a funny old game." There are, for example, no steaming lava lakes threatening the destruction of a poorly aimed ball. There are no inclined tarmac islands occupying the canals between you and the hole. And there are most definitely no dead dinosaurs to ruin your "good walk."

This is where Valora Valley Golf promises to redress the balance. Best described as 'Crazier Golf', this features a number of bizarre grassy skateboard parks doubling as a golf course in this new take on Sega's Pebble Beach Golf. Knock your ball up landscapes structured like wedding cakes, negotiate it across a series of tiny islands to each the mainland, and dribble through a collection of Greek columns that turn the great game of golf into a fascinating game of pinball. These holes look like hell, and are damned difficulty to play. No wonder they call it the Devil's Open...

FLAME ON

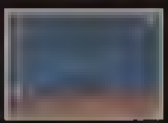
One feature you definitely won't find elsewhere is the option extending the opportunity to imbue your ball with, er, magic powers. When the options Fire, Psycho, Cyclone and Warp appear alongside your swingmeter, simply halt your swing by the intended power-up and watch the fireworks. Track your ball is it zooms over the terrain





CLUB CLASS

All the sophisticated mod cons you'd expect from Saturn golf are present and correct, with all the information you need to select the right club, time the right swing, and make a right cock up all presented in pretty diagrams.

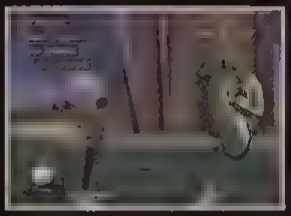


The second hole is one of the hardest on the whole course – knocking the ball to the top of all this is a nightmare.

FLIPPER FUN

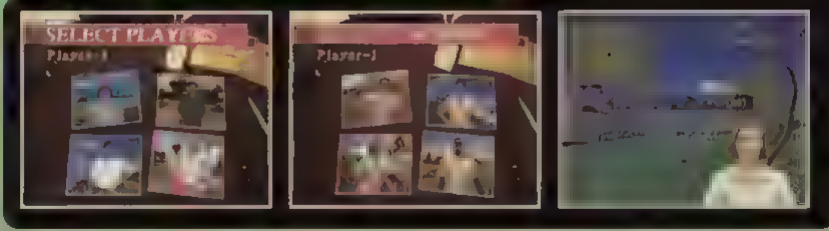
Some of the most hellish courses in the Devil's Open are more like grassy pinball tables. Traditional golf goes out the window when you deliberately aim the ball towards cliff faces, hoping it will ricochet into more useful positions on the green. Some of the game's trickier nooks and crannies need some careful negotiation.

Thankfully, you're not required to tee off from these floating grassy knolls.



HAVE A NICE DAY

Once you've selected your player you can choose your caddie as well. These cheesy Americans will pop up in the corner of the screen, patronisingly offering you encouragement if you've done well.

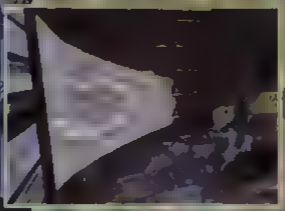


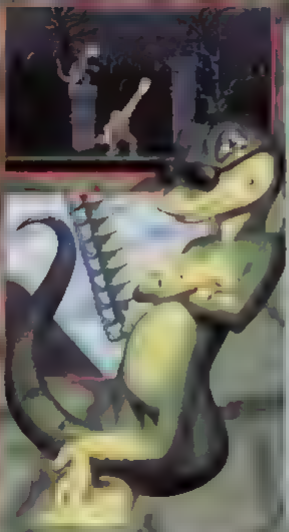
GEX

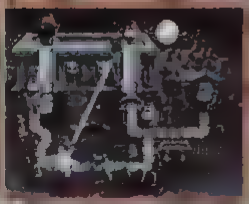
A

LICKETY-SPLIT

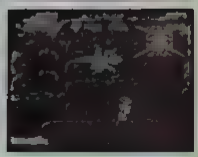
MOTORMOUTH







STICKY MOMENTS



STEVE'S TIPS

After the last full moon I finally shed the assumed persona that was Steve Key. My transformation is now complete – I am the Tips Bat, the controller of the tipping power stored in Steve's head. Freed of my camouflage, I can concentrate on bringing you only the best tips from my lofty view of the Sega world.

Trying to play my Saturn while hanging from the ceiling is proving a little difficult, and all the droppings in the world won't hold the damn thing in place: I've already got through five of the things. Anyway, the other day I rushed out to by my copy of Sega Rally, but forgot that I couldn't see anything in daylight and crashed straight into shop window display. Doh! Address all your cheats to: THE TIPS BAT, TIPS DEPARTMENT, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SATURN

SEGA RALLY

CHEATS GALORE

Following on from last month's snippet that revealed the Mirror Mode, we now present a veritable Sega Rally tips fest. Coming up, we have the cheats to get you to the Lakeside course, play as the Lancia Stratos, access Mirror Mode (just in case you missed it before), get the Hyper Car race AM3's top honcho and zoom in during replays.

To play as the Stratos, on the mode select screen (Arcade Time Attack etc.), press X, Y, Z, Y, X, then press C to enter your desired mode.

Hold X and Y, and enter the Time Attack, or Practice Mode, to get the chance to play on the Lakeside course.

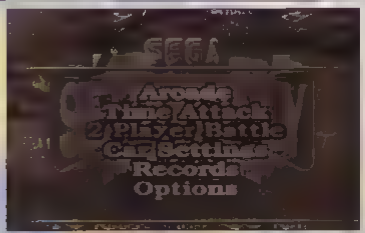
For a Hyper Car, hold X on the car selection screen, and press C to select the car of your choice. When you start, the Hyper Mode should be enabled.

For Mirror Mode, simply hold Y and select the course you require on the course select screen.

To race the top programmer from AM3, simply select time attack, and when you get to the 3 laps/free run selection press X, Z and C together whilst 3 laps is highlighted.

And finally, to change the view on the replays, hold DOWN and button Z whilst watching them. Then use L and R to zoom in and out.

You can thank Steven Quigley for ripping all these off from Saturn Mag and sending them into us.



VIRTUA COP

RANKING MODE, GUN SELECT

Get to this logo, and press U, D, L, and R whilst holding C to show ranking mode.

And the second option screen. Gun select can give you infinite bullets.

Cop looks like it will deservedly remain a favourite with a lot of people for some time to come. To spice up the game a bit for all the complete dunces who have failed to get anywhere, here is the way to get Ranking Mode and an extra options screen with Mirror Mode and book keeping options. All you have to do is hold down C whilst pressing UP, DOWN, LEFT, and RIGHT on the Sega logo just before the demo of the game starts. You can thank N. Holden from Clayton in Manchester for sending us that one. And for this fantastic piece of info, we have our very own Edwin Lomas to thank, as he provided us with the gun select cheat. Firstly the Ranking Mode must be accessed, and the following code must be entered on the same screen as before. Hold C and press DOWN, UP, RIGHT, LEFT, UP, UP, LEFT, RIGHT. You should hear a gun shot. Now start the game as usual, pause, then press Reload to cycle through the available weapons.

FIFA '96

SHADOWS

So it's not exactly the best cheat in the world, but it's better than nothing. To change the length of the players shadows, go to the instant replay option during a game and then hold the R button and move the D-pad to change the length and the angle. Useless, I know, but for some of you may find this absolutely vital. Maybe.

TOHSHINDEN

BIG HEADS, SECRET CHARACTERS

Another completely useless but fun cheat for Tohshinden. Whilst you are on the mode select screen, hold down the L and R buttons before selecting your playing style. Now choose your desired fighter and then start the game to give all the fighters massive heads. Also, there are three secret characters to be accessed. Gaia and Sho can be put onto the player select screen by pressing UP, DOWN, UP, DOWN, RIGHT, LEFT, RIGHT, LEFT on the title screen. You should hear a noise to indicate it has worked. To get the third secret character, Cup do, who is incidentally only available in the Saturn version, highlight Sho when picking a fighter, hold UP and press any [illegible] to select [illegible]

SATURN

NBA JAM: TOURNAMENT EDITION

SECRET CHARACTERS

Prepare yourself for a tips marathon, as we bring you the entire cast of secret characters from the stunning Saturn basketball game. You can thank the Ed Lomas tips bandwagon for coming up with this little lot. To access them, you must say 'Yes' when asked if you want enter you initials, then hold the L and R buttons whilst inputting these initials and dates. 'Secret Player' will appear on the screen to let you know it has worked.

NAME:	INITIALS	DATE
Prince Charles	CHA	May 4
Bill Clinton	BIL	Jun 3
Hilary Clinton	HIL	Nov 6
Mike D	MID	Jul 1
Adrock	ADR	Apr 6
MCA	MCA	Apr 9
Heavy D	HEA	Jan 9
Fresh Prince	FRS	Feb 2
Jazzy Jeff	JAZ	Oct 9
Benny	BEN	Sept 20
Blaze	BLZ	Jan 14
Hugo	HOR	Jan 12
Bird	LAR	Jan 15
Gorilla	APE	Apr 2
Crunch	WOL	Mar 7
Catling	CAT	Jan 2
Hutchinson	BAR	Apr 9
Magic Ha	STH	Dec 8
D Falcus	DAZ	Aug 6
Hodgeson	HOG	Dec 31
Tunnicliff	SAT	May 7
J Falcus	JAS	Nov 16
Jax	JAX	Mar 1
Mad Mike	MUS	Dec 24
McHutch	BAA	Jul 12
Gray	ROB	Feb 23
Hughes	TOM	Feb 19
Hill	ZG	Apr 7
J Moon	JAY	Aug 24
Chow Chow	CHD	May 5
Brutah	GOW	Jul 17
Weasel	DAN	Jan 2
Snake	SNK	Jun 15
Renaldo	REN	Feb 4
Fumungus	GUN	Jan 11
Kabuki	KJB	Apr 14
Max	LIZ	Aug 7
Sequoia	SAW	Apr 10
Boo Boo	THI	Nov 1
Pistol	WAN	Jun 10
Feebie	DEL	Oct 19
Air Dog	AIR	Jan 21
Carlos	CHI	Mar 25
Dyl		Jan 3
L		Jan 6
		Jan 14
R		Jul 6
	hnds	
	DE	

...of other names that let you ... one match to win and ... lated

A...	FAN
...	END

OFF WORLD INTERCEPTOR

PASSWORDS

Quite why David Waddington bothered to buy this is a mystery to me, but he did and has come up with the level codes for any other desperate people who might be stuck on this. I also have a little tip for anyone else who is interested. Don't bother buying it. It's pants. Anyway, here are those codes.

Level 2 HD6S?KBIK.5KHRBM
Level 3 WPNS44943..XKMWGM
Level 4 HPWSPFH? ...KAW...
... 6 3MSCW... ...WZYSP
... 6 8VIDMB... ...8HZJHSPL ... Morphus Moors. the hidden track

SATURN

DISPLAY TIME

Beware 'tip' of the month comes ... Gareth Calvert, who sent in this little cheat ... display the time and date ... open ... drive door, highlight the play/pause ... and ... JB ... will bring up the time and date. Fine work Gareth – bet you ...

MEGADRIVE

FIFA '96

IMPROVE TEAM

Andy East from West Yorkshire, opened his North and South to give us a sn ppet of tipping goodness about the number one Christmas game on the Megadrive. He reckons that it's really easy to improve the status of your team by doing the following. At the start, select the options screen and then go to Transfer News. Go to any of the best teams in the world (e.g. Milan, Ajax, Barcelona and swap their players for your reserves. Now go and swap the team members you don't want with your new and improved reserves to get a much better team.

MEGA-CD

SHINING FORCE CD

MULTIPLE CHEATS

Davie Hay from Portlenockie appears to have shed bucketfu s of sweat and tears to come up with the following cheats for Shining Force on the Mega CD. Take a peek at some of these. To control the enemies in the first two games, restart a saved game, and then as the girl is about to say 'great' press and hold Start, A and C. The option should appear before you start the game. To name your characters, start a new game, name yourself, but DON'T press end, only highlight it. Now simultaneously press A and Start.

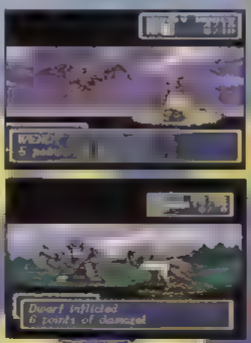
Secret C ters Towa t R ot Ev

Do y, You'll find D a ough after Gya BRSK has ned Dur the batt that takes place whe y party cam s s e pool of water that some one wes are sta g on. Search around here to find him.

Ar He is found e pp bel battle. Before ever entering the castle walls, search the third bush the last one) to your r d and you'll find an excellent

Secret Characters The Evil God awakes.

H s He can e at Solo's battle. As art the b and one person to check he w t ptly ( ) your party's staff ( ) you'll be ( ) ( ) ( ) every top of ( ) a ( ) ( ) ( ) where you s



A[illegible] their last appearance in [illegible] Marvel vs Capcom for the [illegible] instalment [illegible] final set of characters [illegible] three [illegible] secret characters [illegible] Juggernaut. At the [illegible] of writing, [illegible] about to be released, but [illegible] year'll be the first

SPIRAL

The multi-limbed character has tricky moves to pull off but they compensate by being varied and quite powerful. She is, however, a bit slow, and often leaves herself susceptible to long range attacks.

X-MOVES

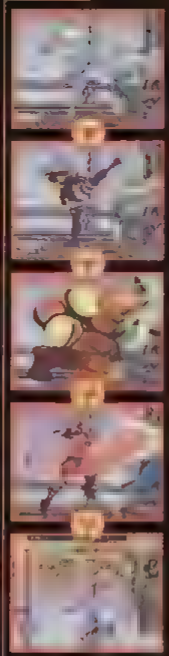
Level 2: (↓↘→ + ANY PUNCH)
Teleport
Level 2: (↓↘→ + HARD Kick) Go Invisible
Level 2: (↓↘→ + K) Power Up
Level 3: (↓↘→ + PPP) Character change attack.

COMBOS

1. Standing weak kick, weak punch, followed by standing medium kick. Then hard kick them on the way down.

2. Call on the swords and then do a standing hard punch, and then throw the swords at the opponent. Do another standing hard punch for the final hits.

X COMBO



Strictly speaking, it will be impossible to do an X combo for her, but the X move is a 19 hit multi change whopper of a move in its own right, so have a little look at it in action.

COLOSSUS

His lack of good moves make him one of the weaker characters in the game, but his strength is an asset, and can make powerful combos and attacks easy. If you do decide to play as him he will take some time to perfect, so be patient.

X-MOVES

Level 2: (↓↘→ + PPP) Charge Up.
Level 3: (↓↘→ + PPP) Torpedo Dive.

COMBOS

1. Start with a jumping Hard Punch into a crouching weak punch, and straight away do the 360 degree spin move with low punch.

X COMBO

Do a jumping hard punch, followed by a crouching weak punch into the 360 attack. Quickly perform the Torpedo move to hit the enemy when they are down.

2: Do a jumping hard punch followed by a standing medium kick and a crouching weak punch. Now do the 360 degrees attack, and when the opponent lands do the shoulder charge to hit them again.

X-MEN VS STREET FIGHTER

CHILDREN OF THE ATOM PLAYERS TRIAL PART 1

JUGGERNAUT

The first of the two secret characters this month and, if truth be known, he isn't much use unless you're trying to impress a few mates. Getting him in the first place will take a bit of time. Firstly one or both of the players in versus mode has to select Akuma by doing the cheats we printed in last month's tips. Then when both have him, go to the character select screen after a fight of two Akumas, and the face boxes should both be empty. Now press Up-Left on the pad, and Wolverine will be selected. Press Up-Left again and Juggernaut's face will appear. Press any button now to select him.

X MOVES

Level 2: (◆◣◀◤◆◣◀ + P) Charge Up.
Level 3: (◆◣◀◤◆◣ + PPP) Shoulder Charge.
Any Level: (◆◣◀◤◆◣◀ + WEAK PUNCH) Pick up [illegible] directly in front of the pole to do this.

COMBOS

1. Start with a jumping medium kick, followed by a crouching High Kick, and then straight into the rumble fist (fireball motion and punch).

2. Start with a crouching medium punch, and then do a crouching high kick, and follow it up with a crouching high punch uppercut.

X COMBO

X COMBO: Start with a standing medium punch, and then follow it up with a crouching medium punch whilst performing the X move motions. Then hit the punch buttons to finish the combo.

AKUMA

BOXTEXT: We printed the explanations of how to be Akuma in last month's issue, so by now you should be fairly good with him. Here are a couple of good combos to help you along the way. Akuma is probably the best all round character in the game, and has lots of different moves to string together. Once mastered, he is definitely worth playing as.

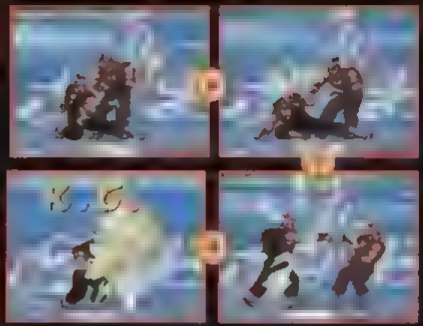
X-MOVES

Level 2: (◆◣◀◤◆◣◀ + HARD PUNCH) Charge Up.
Level 3: (◆◣◀◤◆◣◀ + HARD PUNCH) Super Fireball.
Level 3: (◆◣◀◤◆◣◀ + HARD PUNCH) Super Dragon Punch.

COMBOS

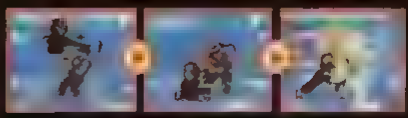
1. Start with a jumping hard punch, into a crouching medium, followed by a hard punch fireball.

2. Crouching weak kick, followed by a crouching medium kick. Now do a standing hard punch followed by a Hard Punch Dragon Punch.



X COMBO

Jump in with a Hard Kick, and land and do a weak crouching punch. Now do the movements for the Super Fireball move, and unleash it for a mega combo.



Virtua Fighter

Guide Part

In a short happening about as unpredictable as 'crap-record-goes-to-Christmas-No.1', Virtua Fighter 2 debuted at the top of both the Saturn and all CD chart. While Sega could be working at Sega UK's ma[illegible] department, your guide continues with [illegible] look at two of the more

PLAY AS DURAL

To access the final boss character go to the character screen and enter Down, Up, Right, A and Left (D.U.R.A.L — geddit!) oh well...

'JUMPING DIVE'

CODE: ↓ ↓ +G+P+K

opponent by surprise. Kage rolls into the

'HIGH PUNCHES SPINKICK' CODE: PPPK

'TWO FOOT SWEEP' CODE: ↘ ↓ ↘ +K

KAGE MARU

'SWIPE AND CHOP'

CODE: ← ↙ ↓ +P+K, P+K

into your

KAGE

'DASHING SPIN KICK'

CODE: ↓ +G+K

JEFFRY MCWILD

KEY

'TRPLE KNEE' CODE: ◀ ◆ +K

'HIGH STOMP' CODE: ◆ ◀ +K

'TRPLE HEADBUTT' CODE: ◆ ◆ P+K(Repeat Twice)

'STRAIGHT KICK, ARM HAMMER' CODE: ◀ +K P

'SPLASH MOUNTAIN' CODE: ◢ ◢ P+K

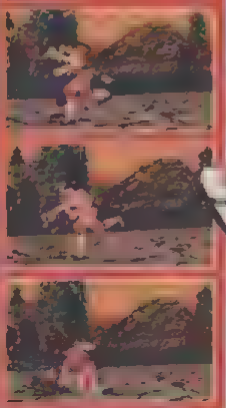
PAI CHAN

Virtua Fighter 2

Guide Part 2

PAI

'REAP AND PUNCH'
CODE: ↓↘→+P+K



'DOUBLE JUMP KICK'
CODE: G+P

'ROLL TRIP'
CODE: ←↙↓↘→G+P

JACKY

'LIGHTNING KICKS'
CODE: ↓+P+KKKKK

'FACEPLANT'
CODE: G+P

'ROUNDHOUSE AND SWEEP'
CODE: G+K ↓↘→+G+K

AKIRA

'GUT PUNCH' CODE: G+P+K

'SURPRISE EXCHANGE' CODE: ← +G+P

'TWO HIT SHOULDER BUTT' CODE: ↓ ↘ → +P+K

'CRUCIFIX PILEDRIVER' CODE: ↓ +G+P+K

HAWKFIELD

'FLIP UPPERCUT' CODE: ↓ ↓ +P

'FRANKENSTEINER' CODE: ← +G+K

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Magic Carpet

BULLFROG

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SHOOT 'EM UP

BREAK DOWN

1 PLAYER

CONTROL: JOYPAD

GAME DIFFICULTY: HARD

CONTINUES: RAM SAVE

SKILL LEVELS: 9

RESPONSIVENESS: GREAT

Originally engineered for PC, Bullfrog's own stunning magical world.

Collect Mana by any means possible over 75 worlds.

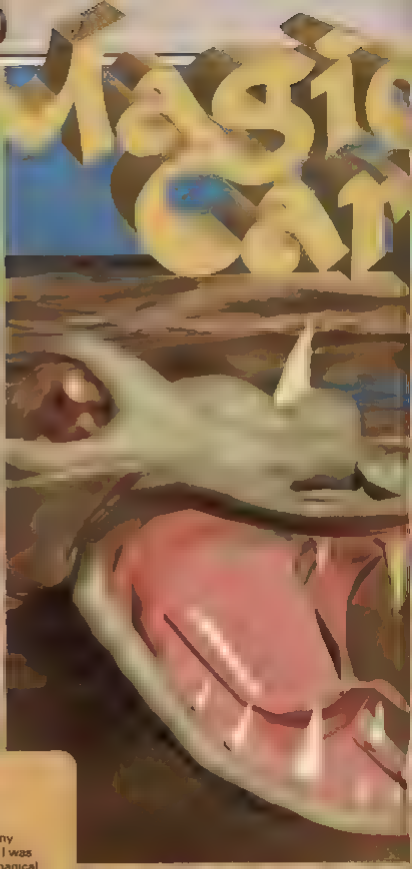
AIM FOR 75% LEVEL RATINGS

My master is dead, and he has taken the world with him. So convinced was he of his necromantic triumph, that he had no safeguard against the power of a spell whose potential was to rip all matter apart. I, his assistant, am left and our home is shattered into numerous shards. But in his last writings, this very calamity is foreseen — and he revels in it!

"The tearing apart of our living fabric is not a cause for dismay. For it may give us the opportunity to find what we seek. Mana. An unlimited supply of the most powerful essence, the very fuel of existance. And with the world reformed and the substance harboured, unlimited power."

He must share the blame for this madness with the many others who have sought power and squandered Mana on summoning creatures to do their bidding. Freed of the bonds of magic, these monsters roam the earth as lords of misrule, terrifying the people and wrecking nature.

In my master's grimoire, now my grimoire, lies my only hope. Incantations to levitate, to protect myself with fire and to bind Mana to my will. And the promise of further spells to possess as I explore the 75 worlds of my magic carpet.



ALL MANNER OF MANA

I have been having serious difficulty keeping any substantial amount of Mana on my person, so I was happy to find a spell allowing the creation of magical castles. These act as a repository for Mana which is relatively safe. However my first attempt was ill-judged, as I built near a town, and inadvertently destroyed some houses with my perimeter walls. The castle was to come under attack from angry bowmen. There is an art to building castles! With each one comes a balloon which will shuttle to and forth, collecting Mana. At one point, I was perturbed to notice my balloon was resolutely hanging over the castle, with much Mana uncollected. Then I realised the castle was capable of only confining so much Mana and would have to be expanded. Further incantations made it at once more ornate and effective.

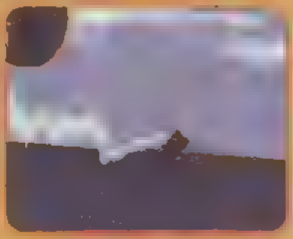
Congratulations, Master Wizard: the world is restored to equilibrium.

RESORTING TO THEFT

On some worlds, the appropriation of Mana is extremely difficult and on one was made even more so by a meddlesome opposing wizard. Despite visiting all its reaches, it became apparent that I would not possess the Mana I required to restore the world. I then decided on another course of action. Although he had shown me no malice, I descended on the castle of my brother magician and attacked it with my most powerful spells. His walls were soon compromised and the excess Mana spued forth. However, my balloons could not reach it before he restored its walls, so, taking a deep breath, I lowered my castle and repositioned it within a fireball's throw of his. Only latterly did he perceive my plan and attack my person, but I was too strong. With ruthless persistance, I slowly bled his castle of Mana until my store was complete. Not behaviour I would normally sanction, but these are desperate times

A SHORT TREATISE ON MAGICAL WEAPONS

Only lately have I begun to appreciate the subtleties of my own and my enemies' Mana-powered spells of destruction. I soon realised that my master's bequest, the Freba spell, would be insufficient to the task. First I located a gourd that held a more powerful, rapid mutation of this spell. I was elated, but directly perturbed to find I could not use it to any effect. The page of the grimoire into which it was inserted was sealed. However, later on that same world, when my castle was much augmented, and my own body suffused with higher levels of Mana, I found I could activate its power. I have also studied the other creatures and witnessed their own use of magic. The sea creatures I have named them Krakens use a form of electric energy which is far in excess of my Freba's power. Now, too, have located that spell, which should advantage me considerably.

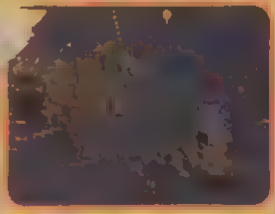


A single ball of Mana guarded by a single archer.

Forests can be sparked into deadly infernos.

THROUGH A GLASS DARKLY

I spent many lessons with my master learning the rudiments of perception beyond the normal sphere of sight. With this I have been able to pinpoint the creatures of each world and, more importantly, find a quick path back to my castle. Recently I found another strange spell which seemed cogent to this realm of magic. At first it seemed to offer no benefit, but by concentrating on a detailed vision of the landscape I began to see more than previously, including the position of my wizard enemies and their balloons. I have ordained to use this spell strategically whenever my purposes exist



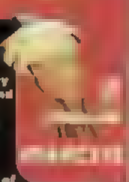
SKIRMISH WITH THE ARMY OF DARKNESS

I observe that although some creatures, Kraken dragons etc tend to roam solitary, many of these worlds' denizens exhibit flocking behaviour. This I have learned to my cost when blundering into swarms of bees or flocks of tailored birds. In one incident, I came across a legion of strange, cloaked Undead creatures, not far from my opponent's castle. Making their relentless progress, I was delighted to see them assault his walls. This turned to dismay, however, when they marched on and showed equal aggression towards my own fortress.

THE UNDISCOVERED COUNTRY

Initially, I set to recovering Mana within the safe environs around my castle. I have since discovered that though unthreatening, this may not be the wisest course of action. The landscape is filled with triggering points (whether these are traps or quirks of nature I cannot say). When I fly over these I am aware of a change. Sometimes I find a new gift of Mana or spell but, just as frequently, new foes are summoned. One aspect I can always put to my favour is the portal system: a series of gates styled as mirrors that transport me home within the blink of an eye.

After a few days of carpeting, I can see why the cast of 'Neighbours' were finding it so addictive. MC is an incredibly compulsive experience. Initially, I was rather put-off by the control sensitivity of the carpet and the range of controls (effective play means using the top buttons, A, B, C and C button constantly as well as the joypad). Also, the graphic generator, though effective, looked a little rough. It's only once you've progressed a few levels into the game, that you realise this doesn't matter. Magic Carpet becomes an epic struggle between yourself and a clutch of other desperate wizards. The graphics are more than capable of creating a fantastic world to zoom around, and many of the later spells are sensational. MC has more subtlety than any other Bullfrog title and there are many ways to achieve your objectives: work with the computer wizards, steal their Mana, fly gung-ho or stick to your castle walls. I want to go fly again.



Look beyond the struggling graphics, the seemingly complex controls and the undeniably epic promise, and you'll find something very special at the heart of Magic Carpet. The more you play this game the more immersed you'll become in a compelling parallel reality of wizardry and wonder. Bullfrog have once again come up with a game that rewards thoughtful dedication with rewarding and well-rounded gameplay – this is a finely balanced mix of shoot 'em up action and strategy/adventure. And it's all top notch stuff. The extra innovations, like the atmospheric sound-effects and the dramatically-cued musical stings, help elevate this game to the realms of the classic. I was lucky enough to spend a weekend with Magic Carpet. It wasn't nearly long enough.

90

▲ A threatening, spiffing, exhilarating 3-D world.
▼ Some roughness and harsh clipping of the middle distance.

92

▲ Realistic physics of flame and creature movement.

93

▲ Perfectly in-tune with the game atmosphere, and clever use of incidental 'danger music' to up the pace.

91

▲ [illegible] explosions, as well as [illegible]

91

▲ Like a living beard [illegible]
▼ Zooming to control in the beginning.

92

▲ The best spells and the fiercest creatures are jealously guarded by later levels. You are forced to struggle every inch of the way.

OVERALL

Magic Carpet's world is like no other in video games. Take wings for a flight of magical fancy.

93

SEGA

OUT NOW (IMPORT)

IMPORT (£59)

BEAT 'EM UP

1-8

CONTROL
JOYPAD

GAME
DIFFICULTY
TOUGH

CONTINUES
3

SKILL LEVELS
3

RESPONSIVENESS
BRILLIANT

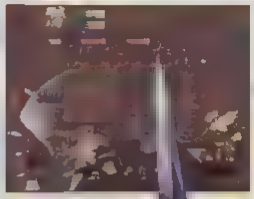
As far as we can tell, this is an all original idea that Treasure came up with especially for the Saturn.

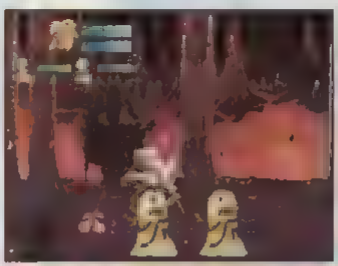
Rescue some Princess, while giving the bad-[illegible] a [illegible] kicking. A novel idea if ever there was one.

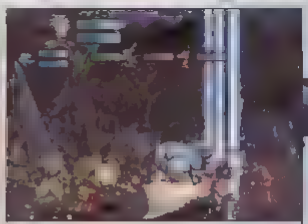
Find 80% of characters.

They sound like super powerful foster parents, and they have arms that look like cocktail sticks with peas for muscles. One of them is a rabbit called Edward M. Cognac that can turn itself into a fireball, and another is called Randy. So who are they? Escapees from the Dykebar Mental Hospital (one for the Yob anoraks there), or the tramps who rummage through our rubbish bins every night? Unsurprisingly the answer is neither of them, as they are the characters from Sega's new beat 'em up, Guardian Heroes.

Although released by Sega, Guardian Heroes was programmed by the gaming [illegible] at Treasure, who you'll know bought us classics like Gunstar Heroes and Dynamite Headdy. If you read last month's review. As they are [illegible] for their [illegible] packed ultra playable games [illegible] is no shock that they are [illegible] with their latest and [illegible] beating the crap [illegible] characters in their first attempt at a [illegible] game. With your aim to rescuing the princess (who's been innovative has been kidnapped by an evil force) you must fight your way through droves of enemies in a bid to secure her safety. Along the way you may come across a few buddies who can be recruited for short periods of time and often they can prove the key to unlocking a particularly nasty boss character. But the thing that really sets this apart from the other beat 'em ups is the range of storylines. There are over 25 levels to explore, and these can be tackled in virtually any order, even missing out half of them if you want. The storyline is different for each of the characters, meaning buckets of blood, sweat and tears will be shed before you even get near to finishing this.





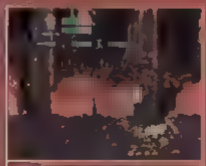


The green bloke was propping up the bar, until someone pinched it off him

CARTOON TIME

[illegible] in [illegible] story begins the [illegible] power [illegible] aiming to get them back again

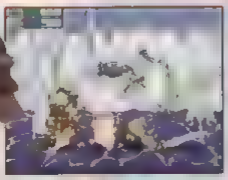
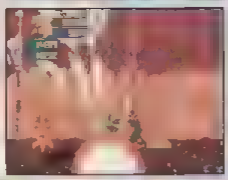
PAUSE FOR THOUGHT

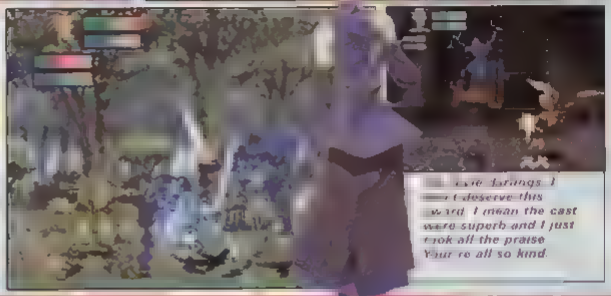


WANNA BE IN MY GANG?

The gre
new ki
again
only
with
fly ca
gang

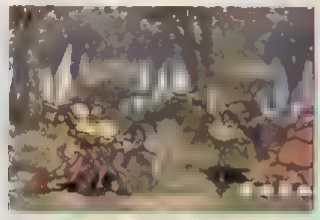
The special Shotoman edition of celebrity squares, with far better-looking opponents



Now, here is a lesson in writing captions from the master caption writer here at MEAN MACHINES. Whatever happens, don't ran out of

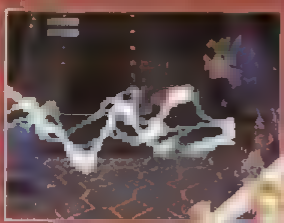
ear farings. I deserve this award. I mean the cast were superb and I just took all the praise. You're all so kind.



LEFT AT THE LIGHTS

The [illegible] frankly [illegible] steer [illegible] about [illegible] are given [illegible] which path to take, or who to fight. For some of the characters, whole levels are different from [illegible] game.

Once these choices have been made, the level [illegible] shaped [illegible] a [illegible] different dependant on who is fought.



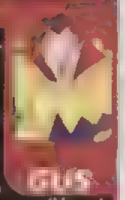
And left, and A and B and 4, and right and...

COMMENT

How do they do it? Treasure have created another masterpiece with this game, and if this is anything to go by, the Saturn, Sega and Treasure are going to have a beeeeeautiful relationship. Everything about this game oozes class – the graphics, the sound, and especially the playability. The [illegible] of finding all the characters to play as may seem like a daunting and slightly boring prospect, but to tell the truth, it increases the game's lastability tenfold. The idea of having three planes of battle also adds a bit more novelty to the proceedings, and means that fights will be going on all over the shop, with chaos and 'hit the buttons and hope' type gameplay the name of the game in desperate situations. All this on-screen mayhem is a great laugh – never before has anyone attempted to cram in so much action. There are however, some sections of slow down, not so much because of the amount of characters visible, but because of the awesome magic spells being used. Combos are also really easy to do, especially with magic thrown in. I managed a 194 hit with Hamhi and his particular blend of magic power. Standard combos can be pretty devastating as well, with two or more characters ganging up on one, to get up to 90 hits. There's nothing more to say than invest in this highly original, highly entertaining, multi-player punch feast. Awesome.

STEVE

GUARDIAN HEROES



Guardian Heroes is an excellent piece of programming, typically Treasure, and so many of its features are particularly original: real manga graphics, multi-plane action and considerable variety in the course of the game depending on character and plot choices. The backbone of the game is magic, with spells instantly accessible and stunning to behold. But I have to go out on a limb and wonder if the playability is all it's [illegible] to be. Sometimes the action is just to manic to feel properly in control, and the huge amount of continues on the Japanese version makes the game structure feel too 'loose', with you penetrating too far too quickly. Hopefully, Sega Europe will take note and make this an unfeminished classic in the UK.

GUS

GRAPHICS 92

- Every player looks excellent, and the cartoon style suits the game down to a tee.
- Some of the scaling is a bit dodgy.

[illegible] 91

- Super fluid animation makes the characters look awesome.

[illegible] 94

- Saxophone solo, jazzy lounge and funky beats mix! Strange choice for music, but it all works well.

[illegible] 91

- All the 'ergghh', 'aaaaaff' and 'rarrgh' noises are here, and all the funny shouts that no-one can understand.

[illegible] 93

- Loads of characters and loads of levels means there is plenty to play here.

[illegible] 94

- Virtually a different game every time you play, and so many characters to find, and a six player option mod...

[illegible] ALL

Awesome. Multi player beat 'em ups now have a grand master to look up to. And envy.

93

SEGA

NOW

IMPORT (£85)

RPG

CONTROL
JOYPAD

GAME
DIFFICULTY
HARD

CONTINUES
SAVE GAME

SKILL LEVELS
1

RESPONSIVENESS
OKAY

Not so much in common with Shining Force as the Zelda series on SNES. A classic Jap-style RPG.

Rescue the Princess who has been turned into a swan, and stop the Dark Elf from destroying the land. Ewa Ha Ha.

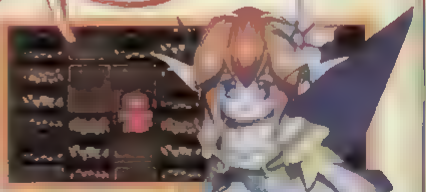
BEAT Yodel

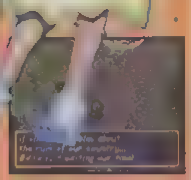
Get to the Horse

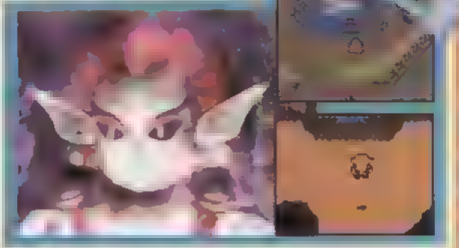
Shining Wisdom

The Japanese and RPGs seem to go together like Bubble and Squeak, or throwing up and alcohol. To put it bluntly, hand in hand. In particular the Lunar series and the Shining series have been extraordinarily popular, with mass coverage in the Japanese specialist press. They go bonkers for a quest to rescue the kidnapped Princess, whilst roaming ancient lands and defeating the minions of an Evil/Dark warrior. And it's not just restricted to the Sega side of proceedings. Nintendo have had phenomenal success with Zelda and the forthcoming Mario RPG is causing more than its fair share of excitement.

But, until recently, the European public has been immune to the craze. RPGs would be shipped in by Sega in small numbers and under cover of darkness a most apologetically Shining Wisdom is a surprise conversion of the Japanese game – a surprise because we were reliably informed that it wasn't to be arriving on these shores. But, lo and behold, it pops into our palms, courtesy of a new release policy at Sega UK. While many events of the previous games are remembered and the original characters are part of your new hero's ancestry, the old format of the game has been abolished, and has been replaced with a Zelda-style adventure. Gone are the long drawn out battle sequences, and in are real-time skirmishes on a smaller scale. However, the plot and feel of Shining Wisdom, the tracking down lost objects and finding the Dark Forces have strong resonance with the Megadrive titles in the Shining Force series.

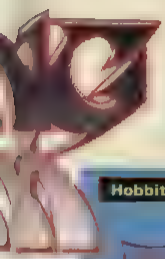


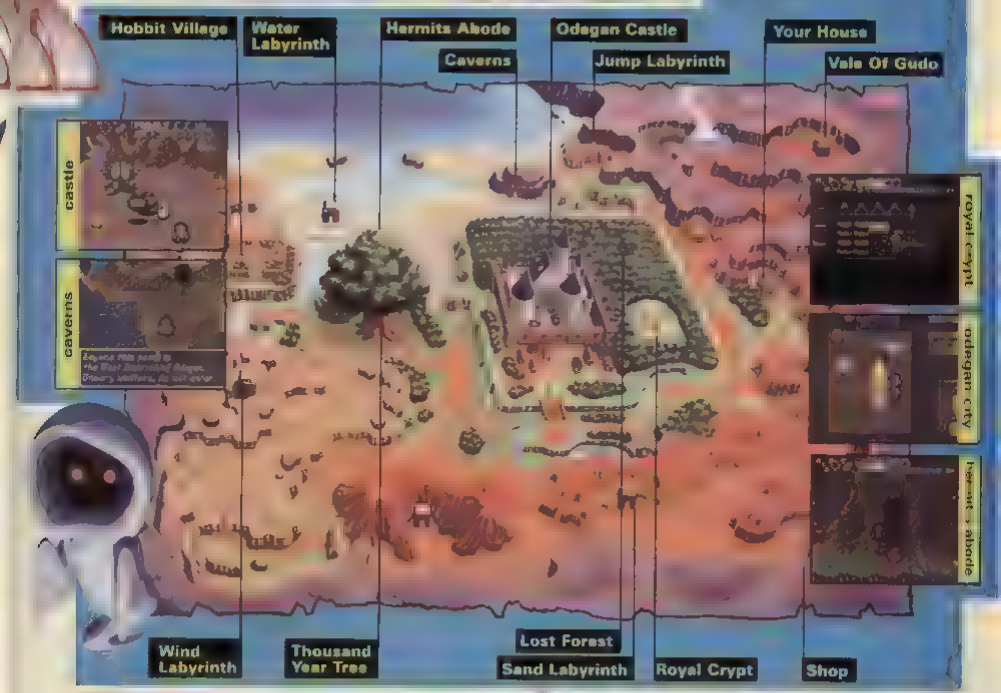




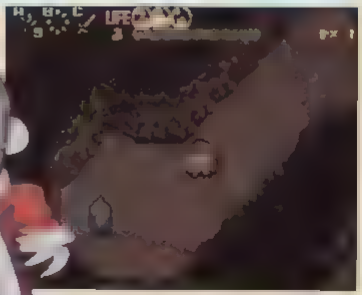
The first thing you are required to do in the game is beat up your old grandad, who has nurtured you since your mother and father died a few years back. You don't exactly beat him up, but use your Acceleration attack on him. This is basically a form of speeding up and, coupled with the right Orbs, can make a potent weapon. By pressing any of the top three buttons the numbers underneath your energy bar will start to rise. When the highest number is reached, then accelerate on as at its peak, and that is the time to use it against some of your enemies – in the first case, old grandpa. By running into him and knocking him to the floor he will tell you you are ready for your journey, and you will begin.

The area you had to wander around in Shining Force was pretty vast, with towns and secret caves to visit at your will. Wisdom seems to have somehow increased the overall game map, and still added lots more low and sub levels to look at and caves to dive down. Take a look at the map and where each of the towns are





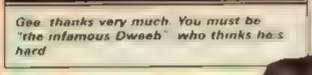
Reach the Royal Crypt, and if you are going along the right tracks, you should acquire a pair of Heavy Boots. These are used to jump through sections of the floor that have become weak in their old age. To finish the mini level that is the Crypt, you have to find the section that will lead to the boss once it is smashed. Find the area with a single weak spot and jump on it to fall down to meet the gang of Elves.

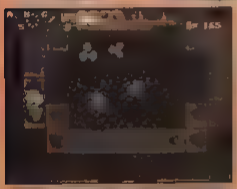


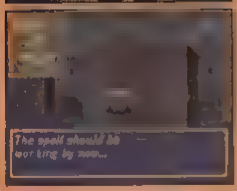
SHINING FORCE

HUNT FOR BAR

The Odegan City, located just before the Castle, contains the first shop you should make a point of visiting. The assortment contains are pretty useless on the face of things, but become essential as you progress. The Angel Wing should be bought, to enable a quick warp back the entrance of the dungeon or cavern you are in. The Magic Book gives you the opportunity to save the game whenever you enter a new stage, which is naturally useful, so take two. Medical Herbs never go amiss, replenishing your energy completely in the early stages of the game. They are also cheap, which helps







The game map is split into two halves, and when you begin the east side is the only side you have access to. Until you manage to find the Power Glove then the west side is out of bounds. The only way to get to the west side is by the caverns just above the castle. Once inside you see that your way is blocked by spikes, but you can possibly sneak through even if energy is lost, if you use your accelerator to full and then keep running until you touch the statue in the centre. After you have sustained about three or four hits you should break through, retracting the spikes and continuing your progress. Once you have the glove however, you can use that at the switch to lower the spikes.

When you have progressed a little further into the game, more and more weapons become available to you. Some of these are vital as you cannot progress without them (for example. The Mole Gloves and Heavy Boots). Others, although important, will aid you in some different areas. Bombs, for example, will open up all sorts of hideaways when placed in the right spots. Keep an eye out for cracks in the rocks (as shown) to lead to secret sections.

COMMENT

STEVE

Shining Force was my favourite Megadrive game ever. Fact. Shining Force 2 then became my favourite game ever. Fact. When I heard this was coming out for the Saturn, I nearly wet my little panties. Fact. Yes it's fair to say that this was my most eagerly awaited game so far on the Saturn. And at this moment in time, I can faithfully report that I am not disappointed with this at all. In fact, it's awesome. The fact that the whole graphical look of the game has been changed brings fresh feeling to the idea, and the slightly tedious battle sequences have made a short trip to the bin, and been replaced with the wandering hero-type game. The action is very similar to Zelda, which some may view as a gripe, and others as a good thing. Personally, I think it's good, as Zelda was one of the best SNES games ever, and anything that bears resemblance to that is setting off on the right foot. The graphics are smart on the whole, and convey a mystical and adventurous feel. Typical RPG tunes that change in each location are also part of the package. But it's the playability and lastability that really make this the game that it is. It's just so addictive, enticing you to find that elusive object and then carrying on playing until you find its main use, and using it to open another part of the map. It's bloody hard as well, so progress may not be as quick as you may think. So, the Shining team have done it again with another top notch role-playing game. If you have any Wisdom, you'll buy this.

OUTLOOK

Fans of two of the all-time greats, Shining Force and Zelda (Super Nintendo) will be in their element with Shining Wisdom. It's quirky and very Japanese, a style of game not usually attractive to Sega, but the new mood there we see more of this game. Being brutally honest, the graphics are not that great, the sound is irritating, but once you've got the initial plot, there's acre of dungeon real estate to wander through, and oodles of action.

GRAPHICS 83

- Some sections, like Dungeons, are pretty well drawn.
- But some of the enemies are terrible and other sections are bland.

SOUND 91

- Not the game's strongest point by any means. Poor all round.

PLAYABILITY 87

- Despite a limited amount of tunes, they don't become repetitive at all.

LASTABILITY 93

- Perhaps some speech now and again wouldn't have gone amiss.

VALUE 94

- You won't find a more playable RPG anywhere. With so much to do, it'll keep you hooked for ages.

DIFFICULTY 85

- How hard is this? Bloody difficult that's for sure. Weeks of play are in here, and you WON'T find everything on your first go.

OVERALL

Another top notch RPG romps home from the Shining team. Despite a change in basic formula, everything holds together well. Superb.

92

With a scenario straight from the pages of Viz, Darius seriously expects us to involve ourselves in a battle with intergalactic...fish. Yes, a long time ago in a galaxy far, far away, a peaceful land-loving world was attacked by hordes of Haddock interceptors, interstellar pikas and cockles with outboard ion engines. Those warmongering masters of seafood, (should that be fishmongers?) left little behind, except a small squadron of fighters out to shed a few scales. Leaving you to battle across twenty plus stages in a side-scrolling shoot 'em up that looks like something out of the arcades in the time before Sega's polygon games. As you go you'll be confronted with a veritable sea life centre of cyber finny tribes armed to the gills.

THE GOLD RUN

In place of a linear level path, the game has a wide range of stages that fan out, with a choice of two stages from each completed stage. This means you will have to complete the game several times to see all the areas.

BAITED BREATH

If there's one part of the game set to concentrate your mind, it's the boss encounters that end each stage. Few of them are as visually impressive as the initial face-off with the golden ogre (see inset) they each have a formidable armoury of attacks under those fins.

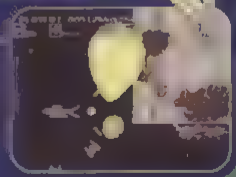
GOLD

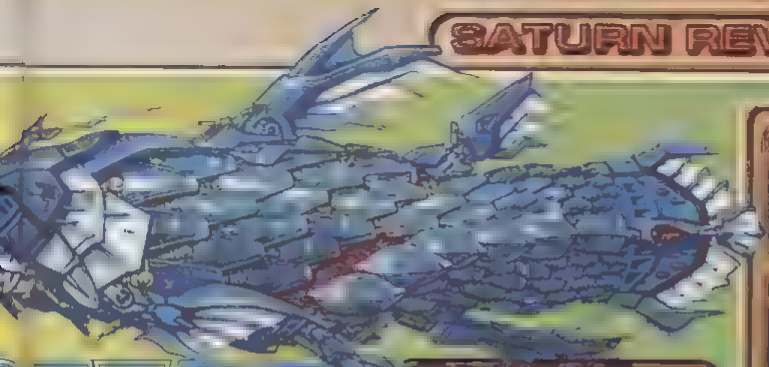
The boss on the first stage, Golden Ogre, is actually a very impressive composite of animated polygons, that swipes his [illegible] scales and [illegible] that mouth laser which is a well-known part of fish [illegible].

Blast your way through a shoot out on the pumice planet

QUITE A CATCH

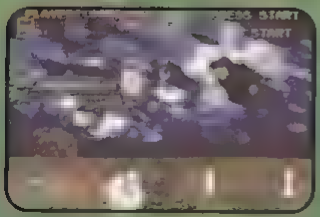
The game operates a power-up system, but not really under your control. Continue picking up the shields and it will increase or replenish your powers in three areas: missile weapons (green shield); deflector shields (blue shields); main weapons (red [illegible].



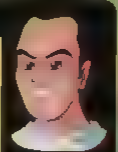


THE PEARL FISHERS

One feature worth noting recently is the occasional opportunity to hijack the baddies to your own ends. Certain end-of-level guardians have weak points which, when hit, cause them to turn to face against their former comrades.



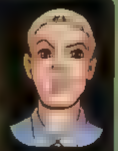
COMMENT



GUS

This game should be called 'Ceolocanyth. Why? Because it's a cool word and best describes what Darius is. A ceolocanyth is an ancient fish that everyone imagines is extinct until someone dredges it up on the coast of Madagascar or somewhere. Darius is an example of a game genre everyone thought was long since gone — the horizontal scroller, and even the bizarre fish malarkey doesn't make it look anymore than it is. That is hopelessly dated and visually very tacky in places. Yet in others it looks rather good, with huge explosions and a few smart bosses. Also, dig the weird music. All in all a strange 'catch' for Acclaim to make, snapping up a very Japanesey title. However, we can't deny that it's rather fun to play, and at the very sensible price, not at all repellent

COMMENT



STEVE

Strange old fella this. It's not exactly groundbreaking, but it still manages to prove that shoot 'em ups are alive and kicking. The fishy feel is a wierd angle to take, but some of the more impressive bosses (particularly the big yellow fish) are really smart, and show that it was worth going for. Those of you wanting something new and original may find this won't be your kettle of, er, fish, but others will love it.

DATA EAST

NOW (IMPORT)

IMPORT (£70)

PUZZLE

BREAK DOWN

1-2 PLAYERS

CONTROL JOYPAD

GAME DIFFICULTY HARD

CONTINUES INFINITE

SKILL LEVELS 2

RESPONSIVENESS SMOOTH

It's from Japan, if that helps. And, erm, it's a puzzle game with, er balls. Ahem.

The aim is to prevent the balls reaching the bottom of the screen, otherwise it's game over.

MAG DR

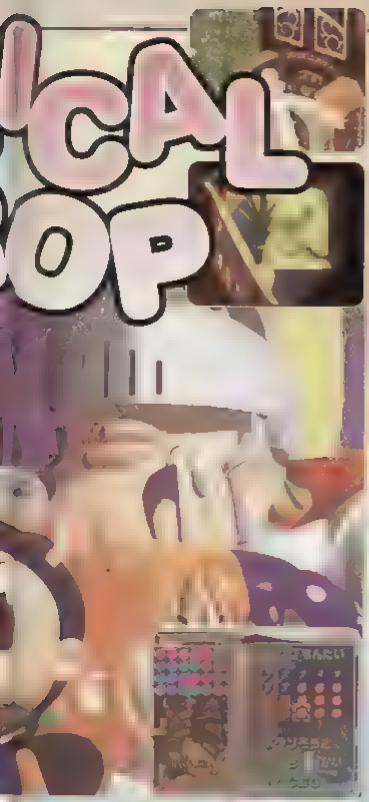
Whey! Here's something original from the Land of the Rising Sun. A puzzle game, with cute little rendered characters and some balls that have to be matched together in lines of three. A game with all the innovation of John Major's wardrobe. Magical Drop (or Chain Reaction as it's confusingly called on the side of the box) is slightly different in terms of how you match up these balls.

The object of this is to prevent balls from reaching the bottom of the screen, instead of putting them there. The only thing you have to aid you in this quest, is a small grappling hook. By shooting this up towards the balls, it will hook onto whichever colour it touches first, and pull it back down to where you are standing. Once this is done, you have one of two options. You can either send it back up to the balls already in the game area, or you can hook down any more spheres of the same colour. The object after all this is to link up as many of the same colour balls as possible, causing them to disappear. Right, all that sorted? Good

A LOAD OF BALLS

WIDE EYED AND BALL-LESS

so be selective in firing them.



BANK ME BABY!

COMMENT

This instantly brought back memories of Baku Baku, a catsey puzzle game I was widely accused of undervaluing in its recent review. Magical Drop is a similarly addictive twist on a nearly identical theme, but improves on Baku Baku in my opinion because it presents a wider variety of game options and largely strips out the most puke-some elements of its predecessor's sugary presentation. As a result, this is less likely to appeal to very young players (it will be too hard for many of them anyway) but earns my vote as being the better of the two games. The best bet for the Saturn's top puzzler.

COMMENT

Having seen various screenshots of this in the Japanese press, I have to say that I thought it looked like pants. And although it has dispelled most of my previous doubts, I still have a nagging doubt that is preventing me from giving it a big score. The best thing about it is that it is so addictive. The number of variables on the original game idea is enough to warrant hours of play, but, conversely, this is also the main fault. Sometimes the game can become impossibly hard, especially in the pre-saved challenge option where frustration set in and my concentration wavered. But, on two player mode, it is a top blast and is matched only by Baku Baku in terms of playability. If you know someone who can get their hands on it, and you have the patience for some rock hard puzzles, then this is recommended.

GRAPHICS 82

+ Simplistic but effective, and the characters all look pretty smart.

SOUND 80

▼There isn't really much scope for animation in a game like this.

PLAYABILITY 75

▼Cheesy tunes are fine for the first two minutes, but after that it all gets a bit annoying.

LASTABILITY 71

+ Lots of speeds, but we won't understand any of it. The back coins is good though

MULTI-PLAYER 85

+ It is extremely playable, and worthy of a lot of time in multi-player mode.

OVERALL 84

+ Variants on the game styles are good in one player mode...
▼But only for a short while, as it becomes very frustrating.

OVERALL

A fine game that is worth looking into if you are a fan of puzzlers. But those with no patience may resolve it after a couple of goes.

84

DMG

APML

£44.99

SHOOT 'EM UP

1 PLAYER

CONTROL
JOYPAD

GAME
DIFFICULTY
AVERAGE

CONTROL
SAVE GAME

SKILL LEVEL
1

RESPONSIVENESS
SLOW

Originally a 3D0 game called Solar Eclipse which, funnily enough, didn't exactly win rave reviews.

With your team of crack fighter pilots, traverse the multiple asteroid fields and planets to destroy the enemy bases.

So what do aspiring [illegible] do to [illegible] into the Hollywood [illegible]? Some [illegible] the [illegible] [illegible] [illegible]

KIRK TO ENTERPRISE

Throughout the game a little TV screen appears in the bottom corner and one of the co pilots will tell you something they think you should know. Most of these are of no use at all and come along the lines of 'They're turning me into Swiss cheese' Other pilots sound like a German teacher with a lisp. However others will give you bits of info on how to pass certain parts of the level and others will tell you how to kill specific baddies.

Cue fanfare, and roll out the carpet as we proudly announce the BRAIN MACHINES crap Saturn game of the month. Wait, someone had to win didn't they? And this one beat all the winners hands down, due to crapness of the third degree. It's not that the game looks bad, in fact it's OK in the graphics department, but it's from there that everything goes downhill. The speech and the sound are so bad that the actors sound like Darth Vader with a cold. Trying to understand them is virtually impossible and they end up becoming an annoying distraction more than anything else. And then there's the ship. If you tap the direction pad in any direction then you're probably going to end up crashing into the side of the cavern, causing you to blow up. It's very annoying not being able to steady the on-screen action because you're steadying your ship. Oh dear, very poor. So crap. Crap.

Crystal Dynamics are paying us a dubious favour by bringing Solar Eclipse, Loaded, Warp and Creature to the Saturn. The names have changed to Titan Wars, but it could just as easily be Saturn's Pants. The game is a mess, both to play and look at. Any sense of the 3-D being impressive is lost unless you compare it to Panzer Dragoon, and that was last year. Playing it is a frenetic but unrewarding experience. CD have better to offer, so lets see it soon.

AND CUE THE MUSIC

After each of the levels has been successfully completed, you are 'rewarded' with a touch more of the plot unfolding to help you get [illegible] story. These come in the form of the [illegible]isly mentioned FMV sequences, and basically show the team's involvement in the game. After the first mission is completed the action reverts back to your base, and instead of congratulating you on a job well done a Captain Flash-heart type bloke tells you "That's not the way we do it round here." and promptly gives you a bit of a lecture. And your reply? "You don't wanna piss me off!" Amazing. Let's just say we can't see any Oscars on the horizon.

Hi [illegible] well I've got a bigger quiff than you." Welcome to the Eldorado acting masterclass

77

- The only plus point of the game. Some nice graphical touches crop up from time to time.
- Some of the levels are too similar to each other.

20

- Must have forgotten about this when they were programming. Never mind.

37

- Typical. Took it out quick' mode that gets on your nerves after about five minutes.

5

- Speech is terrible during the game and the dubbing in the FMV bits resembles the Ferrara Spoken advert.

PLAYABILITY

61

- Initially OK, but as the game gets on and new items get tougher it quickly becomes tedious and boring.

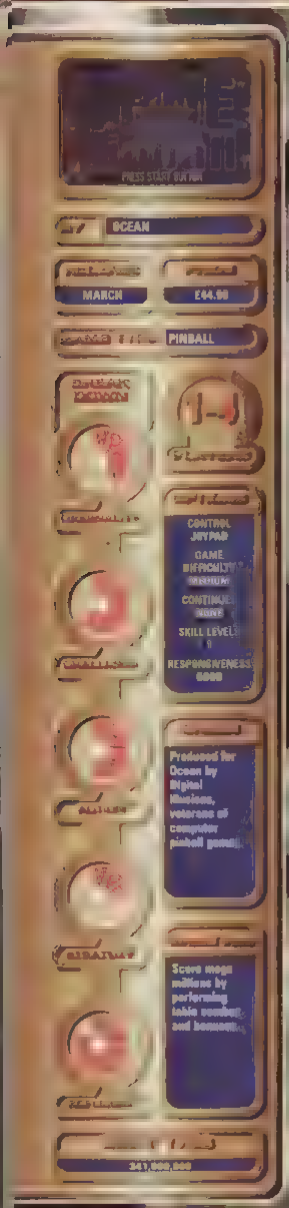
5

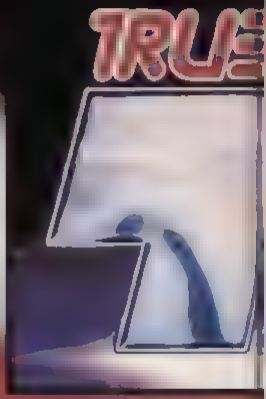
- Because it's boring, you won't want to play it for long. And the levels are all too similar.

OVERALL

A terrible game that is made worse by dodgy ship-handling and God awful acting. One to forget in a hurry.

52





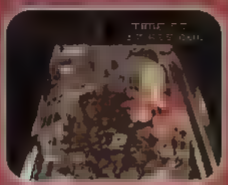
SHOOT OFF

Keeping the ball above the upper flaps is extremely helpful, but the real skill develops more slowly, with high scores available for activating each of the four tables modes. The dot matrix display changes to show various challenges set to time limits.

LAW AND JUSTICE

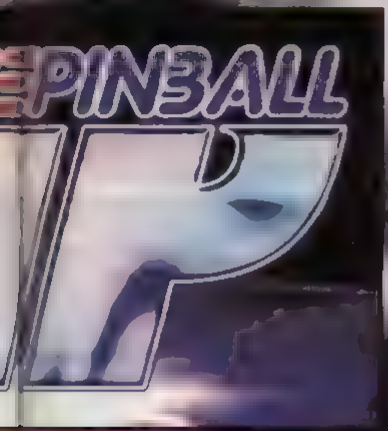
The dot matrix display is used to take out gun-toting vigilantes for millions a pop.

Lamps must be shot as your reluctant grunge-reek stumbles to the doors.



BABEWATCH

The roulette-pin area must first be opened, then the ball shuttled through the skeryway for a crack at the gambling millions.



COMMENT

GUS

If you're considering True Pinball you should bear some facts in mind. Virgin's Tilt, although looking very nice, is not now out for months, and the existing alternative, Digital Pinball, is a megabore. Digital Illusions, on the other hand, have put together a confident little number that sticks to the basic, fast and play of the real thing (hence the name). The effect is a game that doesn't really connect in the short-term, as most of the bonuses require extended and skilful games to access. Play it longer and the humour and variety comes across, along with sheer quality programming. Naturally, only fans of the one true pinball should approach True Pinball, but they won't find it wanting.

COMMENT

MISS F.

Hi there fellas. I'm Miss Flipper, the bit with the flips. I just love playing with the balls as they roll around the table – it's fantastic. No, No, No. Anyway, you want to know about True Pinball huh? Well it's topper fun everyone. Silky graphics and some smart effects make this about as True as it can get, but it means that I'll be out of a job, because I won't be able to covort all over the arcade machines as you'll be playing at home. Anyway, you should try posing on a Saturn. It hurts your bum so end. But enough about me and my glamorous showbiz lifestyle. As my friend Gussy said, this is definitely one for the pinball fans and maybe it'll convert the non flippers among you. It may be worth a look. Anyway, I've got a bit more exposure work. Now, where's my eyebrow pencil?

RESOLUTELY

BY SEGA

RELEASE OUT NOW (IMPORT)

PRICE IMPORT

GAME TYPE PUZZLE

1-4 PLAYERS

8 MEG

BREAK DOWN

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY TRICKY

CONTINUES 5

SKILL LEVELS 3

RESPONSIVENESS AVERAGE

ORIGINALITY

CHALLENGE

ORIGIN

Another entry into the retro coin-op conversion stakes – this time with a dose of penguin-bashing thrown in.

ACTION

STRATEGY

GAME AIM

Zoom around, Pac-man style, crushing your cowering opponents with well-aimed ice blocks.

REFLEXES

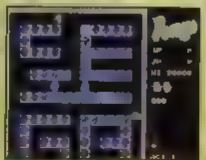
BEAT THIS

Many moments have been [illegible] gameplay [illegible] and [illegible] this [illegible] spawning [illegible] many [illegible] [illegible] [illegible]

PENGO

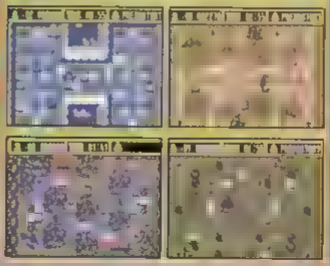
Arcade mode

Ask your dad about this. He's bound to remember the fun he had as a lad pushing little ice blocks around across ngly-taxing screens. This is a faithful rec eat on of the early Eighties fave – you have to scoot around a simple maze of ice blocks pursued by blobby things which steadily gain speed. You play as the little red penguin Pengo out to quash (or should that be squash?) the blobby Snobees. Manoeuvre the blobby things into compromising positions and kick ice blocks into them, crushing them against walls. When the ice blocks disintegrate on impact with them, the Magic Diamond ones can be kicked around any number of times. Just make sure you don't knock them into a corner – they're impossible to kick back out again.



Multi Mode

Assuming the people you challenge are more adept than the little brown seals and blowfish you're otherwise up against, this part of Pengo really comes into its own with other people. Up to four players can plug in to this tin Battle Mode and slug it out in a variety of locations which stretch the very basic format about as far as it can go. However sneakily fiendish the settings, the basic principle of shoving ice blocks all over the shop remains unchanged.



COMMENT

used to play a lot as a kid,

ber it, this has been given go faster stripes in the form of the story mode (don't ask me what the story is – it's all in Japanese) the multi-player option. None of this, however, can distract from the feeling this really is a little too old

prepared victory snatched away from you as you watch

MARCUS

COMMENT

main problem in my view. It's just too slow to pick up the entertainment value.

hence I have no desire to play it any further. The multi player option provides a complete diversion for a game.

STEVE

GRAPHICS 74

the origi
ite sprites and
ovie.

ANIMATION 68

their little
e they

MUSIC 78

tunes
e golden
something

EFFECTS 57

ere's not
say that there's not
distract you

PLAYABILITY 75

Easy, but
ression.
ions as com-
mmings. Worms, or

LASTABILITY 69

ge level
ack, just it

OVERALL

ld have that elusive
t it way more. Fun
ss and Pengo fans

72

PGA TOUR 96

T

and digs a deep hole, coming up the last seam of four Major. The Ryder Cup there was much all round. But, in the home of golf, we at MEAN MACHINE have braved the elements to play you the Game Gear version. So, in two months' time on the snowy [illegible] and [illegible] of PGA Tour '96 under the spot [illegible]

RELEASE: .....OUT NOW
PLAYERS:.....1
BY: .....SEGA

MEG:.....4
PRICE:.....£29.99
GAME TYPE:.....GOLF SIM

GRAPHICS 82
Quite close to the originals, considering it's the Game Gear.

SOUND 71
The chirping bird noise is appalling.

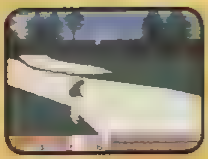
GAMEPLAY 83
Fluid as the golfer himself, and he actually looks like he is hitting the ball.

LASTABILITY 81
Boss warrent some play time, and mastering courses may take a while.

MUSIC 71
Run of the mill Game Gear stuff.

ADDICTIVITY 82
Three courses and all the play modes are plus points.

OVERALL 80
A good attempt at a golf game, and probably the best you'll get on the Game Gear.



CUE CAMERA CUE

COMMENT

STEVE

COMMENT

GOLDEN JOYSTICKS AWARDS 1995

YES! THE WAITING IS OVER. It's that time of year when we, the kids (or you lot, anyway) get the chance to vote for the toppermost of the poppermost in EMAP Images' glittering Golden Joystick Awards. If you seriously care about the games you play, and want to give something back to the industry that gives you so much, then cast your vote now. Your opinions count, and are in no way a poor excuse for us to guzzle free Champers at Claridges, wallowing in decadence not seen since Roman times. As an admittedly pathetic incentive to post your votes to us, all the forms will be jammed inside Lucy's handbag – the senders of the first ten she picks out next time she pops to the loo will each receive a free year's subscription to MEAN MACHINES. Huzzah!

SEND TO: GOLDEN JOYSTICKS, MEAN MACHINES SEGA, EMAP IMAGES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

[redacted]
Chosen from 1995's vast selection of nik-knikking ads and promos.

● BEST CONSOLE ADVERTISEMENT

[redacted]
Only the small screen variety will be considered.

● BEST HAND-HELD GAME

[redacted]
At last – the Game Gear's chance to shine.

● BEST GAME MUSIC

4. BEST LICENSED 16-BIT CONSOLE GAME
VR Troopers or Power Rangers. Tricky, isn't it?

● BEST LICENSED 16-BIT CONSOLE GAME

5. BEST LICENSED 32-BIT CONSOLE GAME
Tear yourself away from Street Fighter: The Movie to consider this.

● BEST LICENSED 32-BIT CONSOLE GAME

6. BEST ORIGINAL 16-BIT CONSOLE GAME
The Megadrive market is still Sega's biggest, what was the system's finest game in 1995?

● BEST ORIGINAL 16-BIT CONSOLE GAME

[redacted]
Will there be any surprises here, or will Sega's 'Big Three' dominate?

● BEST ORIGINAL 32-BIT CONSOLE GAME

[redacted]
Who wins out, licensed or otherwise?

● 16-BIT CONSOLE GAME OF THE YEAR

[redacted]
What was the outstanding Saturn title of 1995?

● 32-BIT CONSOLE GAME OF THE YEAR

10. BEST CONSOLE DEVELOPER OF THE YEAR
Who came up with the goods during last year?

● BEST CONSOLE DEVELOPER OF THE YEAR

11. BEST TECHNICAL INNOVATION
This can apply to hardware or software – what was the greatest step forward, and who was responsible?

● BEST TECHNICAL INNOVATION

[redacted]
Who published the finest titles of the year?

● SOFTWARE HOUSE OF THE YEAR

NAME:.....

ADDRESS:.....

.....TELEPHONE NUMBER:.....

MACHINE OWNED:.....

With the market for top quality games now dominated by the next generation consoles and PCs, Sega are diversifying into a new market. On March 15th, the first of Sega's budget PC titles are launched. Enhanced conversions of Megadrive/Mega-CD games, these are apparently the first of many. Our resident PC boffin Pat Fox powered up his Pentium for us...

ECCO THE DOLPHIN

This game is a curiously compelling beast, and perhaps unique in its construction and style. It looks set to become as distinctive in the crowded PC market as it was when it originally appeared on the Megadrive a few years back.

I wasn't sure what to expect from Ecco the Dolphin: I had heard all about the environmental themes and non-violent gameplay and to be honest wasn't too keen, but once I gave it a play I found that at the very least it offered a bit of variety - your objectives vary from level to level, so it doesn't get too dull too quickly, but to be honest it's all a bit too slow-moving to get you really excited. The graphics have been marginally improved for this version, with a hi-res option available.

This isn't by any means a bad game, and it's certainly different to your average run-and-jump-and-collect-type fare, but it is a bit lacking in the excitement department. I much prefer underground adventures of the [illegible] Jim variety.

Seductive, but a bit sedate.

80%

88 MM [illegible]A

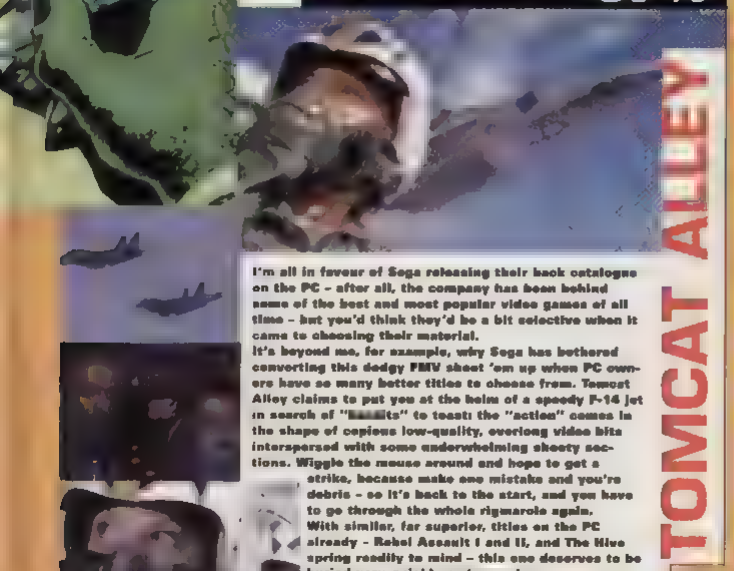
VGA PCs

COMIX ZONE

The PC is quite well served in the beat 'em-up department: highlights have been the release of the entire Mortal Kombat series, and more recently games like Primal Rage and even Sega's Virtua Fighter Remix. To make a mark here, a game has to have something new to offer, and Comix Zone certainly has novelty in spades. You take the part of a cartoonist who has been sucked into his own comic strip by one of his own characters, leaving you the task of fighting your way back to reality through pages of artwork. You take on a variety of enemies and smash your way through from panel to panel until you can break free. The game hasn't been changed noticeably from the original – the graphics are still low-res but believably cartoony, and the action is pretty-much non-stop. The only minor annoyance comes in the form of the speech bubbles that crop up from time to time and get in the way of the action, but otherwise this is a competent beat 'em up with enough clever bells and whistles to make it stand out from the crowd.

A neat twist on a well-worn theme. **87%**

TOMCAT ALLEY



I'm all in favour of Sega releasing their back catalogue on the PC – after all, the company has been behind some of the best and most popular video games of all time – but you'd think they'd be a bit selective when it came to choosing their material.

It's beyond me, for example, why Sega has bothered converting this dodgy FMV sheet 'em up when PC owners have so many better titles to choose from. Tomcat Alley claims to put you at the helm of a speedy F-14 jet in search of "baddits" to toast: the "action" comes in the shape of copious low-quality, overlong video bits interspersed with some underwhelming sheety sections. Wiggle the mouse around and hope to get a strike, because make one mistake and you're debris – so it's back to the start, and you have to go through the whole rigmarole again.

With similar, far superior, titles on the PC already – Rebel Assault I and II, and The Hive spring readily to mind – this one deserves to be buried very quickly and very deep.

A complete waste of time. **30%**

SEGA SATURN

OUT NOW

Not the greatest month for Sega releases, with most owners still recovering their balances after splurging out on Sega's AM2 conversions. Acclaim are left to make the serious splurge. Be patient, true believers, as hope springs eternal.

WING ARMS
SEGA
£44.99
1 PLAYER
SHOOT 'EM UP

MEAN MACHINES first reviewed this about, on most here been the end of the Second World War now. Which is funny, because that's the Wing Arms theme rather than do a boring pilot review, let's speculate on why it has taken so long for top game to appear.

90%

HANG ON GP
SEGA
£44.99
1-2 PLAYERS
RACING

You would imagine that the crew would have jumped at the chance of dressing from head to toe in leather and perusing scorching, throbbing bewteen the legs (well we couldn't resist all the usual hackneyed motorbike jokes. However, Hang On is less like a sure on compared to all Sega's other racers, and just fails to take ...mount of the forthcoming Wipeout. The problem is pri...

...sound – it's the execution that's lacking.

...ghly unrealistic and over-...sitive in handling ...and its polygon courses ...invoid and uninterest... ...me. Although it's a ... ...ttempt at creating ... ...cade-style driving ...games, and it is the only ...bike game for the ...Saturn, we'd advise you ...to overlook this in ...favour of Sega Rally.

OVERALL 74

In Saturn terms it's a case of four wheels good and two wheels ...

OVERALL 78

WWII action and some WWI programming. You won't be blitzed ...

X-MEN: CHILDREN OF THE ATOM
ACCLAIM
£44.99
1-2 PLAYERS
BEAT 'EM UP

...I were Acclaim (I do-no-why) pee's off that X-Men was the only Capcom title I had in my release close out, as Alan Partridge would say of course I'm not. ...when leave it to the 'great Consensus of the software world to console themselves with the utterly blind ...ing beat 'em up.

Despite looking a bit wobbly in the screenie next to AM2's polygon shell, Capcom have a conversion of the X-Men

Youngs are to see(pod). They are 'Masters'. X-Men is a 'conversion' of horizontally scrolling beat 'em up, but it impresses each and every

...ive resolution excellent, the most important aspect — the ...essence of the comic shesshere — has been respectfully conveyed in the marvellous animations and outrageous moves.

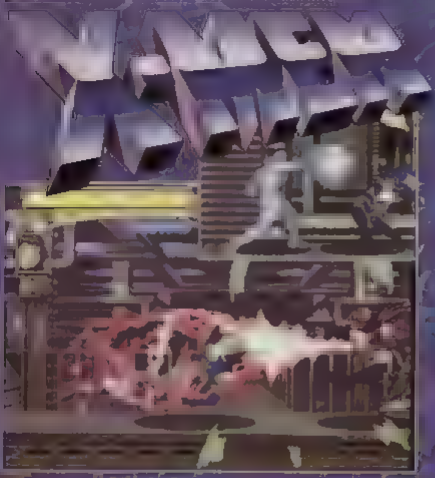
X-Men also defers in some aspect from the Mk series that declaim

...accessible by keeping most of the moves easy to perform, even the ...spectacular specials. For that reason, most bouts are a series en

...and exhilarating in equal measure.

Capcom have not skimped in aspects of presentation, with a finish that the term 'craftsmanship' best describes, and indeed, they've provid

...you naughty boys and gals are going to spoilt with top-quality beat-'em ups in the coming months, start your collection here.



OVERALL 94

An exquisite, explosive, atmospheric, Stratospheric Utopia of Sega-driven ultraviolence!

MYSTARIA: REALMS OF LORE
SEGA
£44.99
1 PLAYER
RPG

MEAN MACHINES gave this the highest mark of any (...mag. Why did they do that? Was it pressure tactic ...from our evil Sega masters? No, it was because we ...played it. The pictures shown in other reviews of oth... mags showed how arse of the game the reviewers ...actually played, whereas we had got many hours into ...the adventure and still were nowhere near completing it.

...ously, overall the game has been received very well by players who appreciate titles of this type. It does has some weaknesses of presentation, but otherwise it's an absolutely premium Saturn release.

OVERALL 90

Sadly underrated in many quarters, Mystaria is an example of good role-play gaming.

Stop press news! We have been working with Sega's top developers AM3, and I am now pleased to announce that the finishing touches to the Saturn Yob game are almost in place – we'll have a full review next issue. The game is based solely on me, and it is your task to guide me through the bowels of EMAP Towers, traversing all of the floors and the various magazines in a quest to find Lord EMAP and earn yourself a promotion by licking his boots. At present the game is Saturn only, and will have a 3-D fighting section in which I take on each of the people from our mag, Saturn mag and CVG, in order to get to the final floor. Other tasks include avoiding the mad people on the 3rd floor, worshipping the Masters, and avoiding the tipping power that is Ed Lomas. As I said, we'll have plenty more on the final version soon, and expect to see the game on the shelves around mid-summer of this year. In the meantime, if you have any questions about the game, write me at I CAN'T WAIT FOR YOUR GAME, YOB'S MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

[illegible] TO BE GREAT

Dear Yob

I think you are the hardest person I know so please print my letter. Here we go. I am having an Ultra bad not, I love Nintendo (not the Nintendo mag is wicked (not) Nintendo has always been better than Sega (not! Okay let's cut out the nots I was saying in bed last night wondering why I purchase the killer MEAN MACHINES SEGA and concluded that it's because it's got you in it. Don't you wonder why Nintendo are CRAP?

Ameet Beshoo Southend On-Sea

YOB Well readers here we have the winner for our most pointless letter of the month. And your prize is (drum roll) a one way ticket to The Isle of Man, and next week's winning Lottery ticket I hope you have a fantastic time, and don't ever bother coming back. Don't forget that lottery ticket.

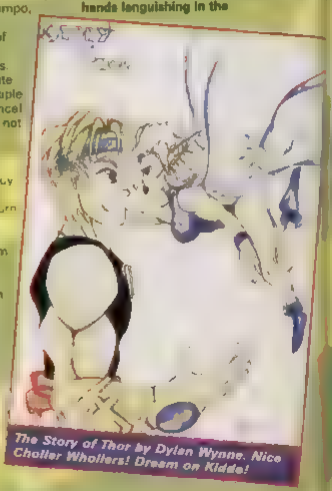
[illegible] IN APRIL

Dear Yob,

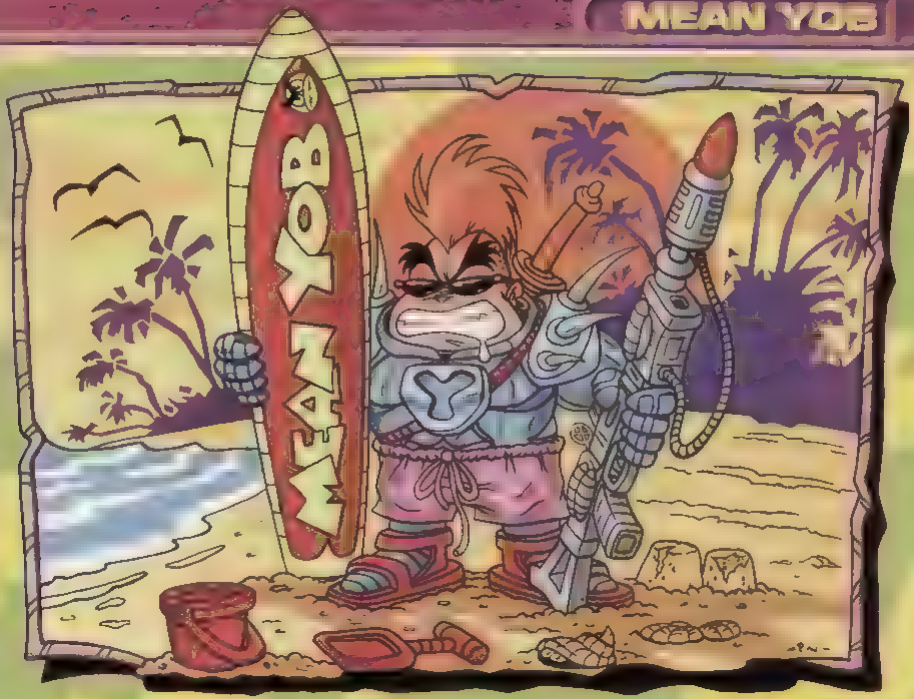
We I someone seems to have suffered an explod ng stick of dynam te up the ass. I refer of course to the letter from Donald Wokoma in issue 40. Bleedin' hell take some Valium! So what if your p re was [illegible] a b t too close to the border of the sad co ner? Before you slag someone off at least have the brains to CHECK YOUR FACTS. Hell if anyone should be shooting their mouth off it should be me. I spe d about 6 weeks on my Jes ga Virtua Fighter compo, wit more moves info, background and frames of animation than one of Yu Suzuki's worst nightmares and what do I get? 1 minute picture of one of my multiple pages and a single sentence! But like the Murphys, I'm not b tter. I m not such an egotistical asswipe that I scream "I SHOULD HAVE WON!" or say I'll never buy the mag again just 'cos someone else won a Saturn and a load of games. I admit my man Kamrajn could have benefited from more moves and originality whereas I just concentrated on what I'm best at. An me style artwork. The moral check exactly what they re looking for and don t just go for an artwork b tz like I did. Also be a pessimist didn't expect to win, as I've never won sod all but does that change the fact that Saturn Mag s one of the two best Sega publications ever? Yes I e reading the other one ow. No didn't win, but m not bothered and I didn't get steamed over the mag abo t it. Also at least I got a picture published. So before you have a go at magaz nes beca se you do n t l ke how they positioned your picture think of all the count ess thousands who haven t even got a picture in. If I get this letter printed (No I won't say "Please print this letter coz buy your mag every month honest "), then it ll be the new year by then so I d just say that I hope everyone had a prosperous time on Japan (I m not really jealous. No. Not at all) a g and Christmas, too much to eat, a big raise from Lord EMAP a Saturn with VF2 etc etc. A big belated Merry Christmas to everyone. Ho Ho Ho! Now I continue watch ng Miracle on 34th Street. I have the [illegible] e to be nice t et rn mort l s. Geoff W [illegible] *P 96" Johnson My Penpheral Citadel*

Ultimate MK (Ringing Kite) Gus the Third leads his team forward into battle with cries of "Turn the heating on!; me tinkle's cold".

YOB He s back. Mr Paul Johnson, the man with the addled brain, has returned after giving us the lowdown on his safari through Elvis' sideys, to now give us his views on losing a competition. To his credit, his robot Sonic picture we printed a while back was ace, but this guy must have so much time on his hands languishing in the



The Story of Thor by Dylan Wynne. Nice Chatter Whollers! Dream on Kiddo!



institution that he can spend a bit of time getting his paintings just right. Paul, we salute you – you're an artist

AWESOME GRAPHICS

Dear Yob,
I'm just writing in to congratulate you and the rest of the staff on becoming 'official' – the mag is looking better than ever. However, I have one complaint!
When I purchased your January issue I was overcome with joy with the free CD. In the previous month you mentioned its arrival in the Next Month column of December's issue. Before that you gave away a free EarthWorm Jim 2 review booklet and when I purchased said issue, I was minus my EWJ freebie simply because there was no previous mention and as a result I didn't know any better and therefore missed out!
I don't want it to sound like I'm complaining but a brief mention in the Next Month bit would help us devoted readers not miss out on our freebies. It might also give you something to write about in that neglected column. I was a tad distraught as I am a massive Jim fan, and I had no idea how the game would be received. I had the game for Christmas and loved every bit of it. Fortunately, I read your 'Cream of Sega' feature and was relieved to see that Jim 2 was highly praised, as I only buy games you review, and only go for 90% or more. Keep up the good work
PS. Please tell me Jim 2 got over 90%, otherwise I'll look like a pregnant fish!
Dylan Wynne, Holywell, Wales.
YOB: Obviously the people in Wales are so bloody tight that instead of buying the whole mag they nick the gift on the front to get a smell taster. These are the people who go into a shop and read the mag whilst they are there, and then put it back again. Here's some advice for all the Welsh gift nickers: sell some sheep (and your wellies) for a bit of extra cash, and then buy the ENTIRE mag. Oh, by the way, 95%

FIRST DAY OF THE MONTH

Dear Yob,
I have never really been interested in you before, but now I think you are brilliant. Could you please put my picture on display because I have put a lot of work into it. Could you also tell me all of the cheats to Mortal Kombat 2 because it's my best game. Could you please send me back the cheats.
PS What I really want to know is how to get to Goro's lair.
Kevin Bradley, Bradwell Gt Yarmouth.
YOB No.

YO FOOLING

Oi Yob the Knob
In your No 40 issue you said that you got 7 under par on the first round of PGA Tour '96. Try putting your willy back inside your trousers and beat this. 32 under par for the tournament.
P.S I think the mag is totally crap. I only bought it because it was the only one in the shop. I'm now using it as bog paper.
PPS Lose some weight you fat git and print this letter or the next one will contain a bomb, OK?
W. Inner, Shanklin, Isle of Wight
YOB Get lost and buy a Saturn. Keep up with the times, Brady Bunch.

X-cellent X-Men by Gary Zammit from Southend in Essex.

[illegible] I'll [illegible] you [illegible] way you'll [illegible] from me [illegible] next month. Goodbye [illegible] swipers.

Q&A

Come and have a go if you think you're hard enough! Quite a few of you were afraid, very afraid, of my sweet little photo last month. Can't think why. I thought it was rather cuddly. Bloody expensive anyway, but Lord Emap was paying, so what the hell. Let's get this over with, so I can get to the shops for a Mars Bar. Write to me at **GEOGRAPHICAL DUVET OR SOMETHING, Q&A, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

BOWIE

Dear Gus,
Please could you answer my questions?
1. When will Cool Spot Goes to Hollywood be coming out for the Saturn?
2. Do you like Mean Lean?
3. Will Road Rash 3 be coming out for the Megadrive, and if so, when?
4. Will an earthworm Jim game be completed for the Saturn?
5. When will Fatal Fury 2 be released for the Saturn?
6. What is your favourite Saturn game?
7. What's your favourite Megadrive game?
8. Will Doom ever come out for the Megadrive?

GUS:1. Looks like September now. See the gossip section in news for details of the 'wobbly' at Virgin US.
2. Apart from 'Deadringer' for [illegible]
3. I doubt it. 16-bit sequels are a bit thin on the ground.
4. Yes, earthworm Jim 2 conversion is nearly complete.
5. Late April or May.
6. Sega Rally.
7. Tazio's Cheese and Onion are wholesome. (cheese must always be grated in samies!)
8. No.

ROCHELLE

Dear Gus,
I have some rather taxing questions for you.
1. I maybe going over to the US of A for an extended holiday this summer, and I want to take my Megadrive. Will I have to change the AC adaptor and aerial fitting in order for this to work?
2. Does the same apply for a US Saturn?
3. If I was to buy a Saturn over there instead, what would I need to make it work over here?
4. Will I be able to run an American version (being on CD...
5. Do EA games require a converter? They are American style over there so a Megadrive...
6. Will American Saturn's AM [illegible] games work on a U.K.

Saturn comes with a scart lead, but I have an R.F. telly, I take it I have to buy the separate RF lead. I know the answer will probably be 'yes,' but I know that the Sega CDO also comes with a scart lead and if you have an RF tele, Sega will do an exchange. Do you think Sega will do the same with the...

GUS:1. Yes, the [illegible] voltage supply is different. It's a pain, don't do it.
2. Yes.
3. You say later you have an RF telly. It will not work with the Saturn system.
4. No, they are 'looked out' by the Saturn hardware. A new adaptor bypasses that problem.
5. Most titles, including EA ones do.
6. No.
7. Sega now will not generally exchange a SCART lead for RF lead. Anyway, keep the SCART lead for the overdue moment you move into the 20th century and get a telly that will allow you to appreciate the hardware.

NUMAN

Dear Gus,
Please answer my questions about the Saturn.
1. Which are the following games going to be released: Road Rash, Kind of the Spikes, Indy 500, Street Racer, Manx TT and any [illegible] racing games (Destruction Derby)...
2. Is Doom going to be released for the Saturn, if so when and will it be comparable with the gun that comes with Virtua Cop?
3. Are any of the following Challenges from the Arcade going to be turned into Saturn versions...
4. Are any of the strikes series coming out for the Saturn (I know about Thunderhawk 2 etc)?
5. Is there going to be a Sonic game for the Saturn?
6. Have you heard any more about...

[illegible] issue of the [illegible] show.
[illegible] (aka [illegible] Jippo)
GUS:1. In order: June, Never, Autumn, No idea, Christmas, before the summer.
2. Yes, but it seems like a real [illegible] yeah. Apparently, Heaven, from [illegible] is due first. It won't be gun [illegible]
3. Nope.
4. I think we'll see a Strike game early next year.
5. Yes, it's under wa...
6. No. Stevo heard about a possible Saturn version but no work has been done.

JAGGER

Dear Gus,
1. Could you please be fair with the question, because I'm relying on you for this. Could you please tell me the truth, and not that Sega are the best, just the truth. Right, what I want is, a Saturn or an Ultra 64, that is, it comes out in April.
2. Are Sega making a 64 bit machine? Will it be called Uranus [illegible] coming out?
3. Are there gonna be any Earthworm Jim games on the Saturn?
4. Do you like the look of the Ultra 64 (please be fair)? I didn't like Nintendo before, but the 64 looks [illegible]
5. Is Rally [illegible] Daytona? And they are the same...

GUS:1. Face some facts: the Ultra 64 is not coming in April, it [illegible] makes Christmas Nintendo will be doing well! Loads, literally millions, of people are having great fun with their Saturns now - just look at the games - and a few [illegible] people are waiting for Mario. Live for today, man.
2. [illegible] you're so funny. No, this [illegible] of your...
3. [illegible] Answer above.
4. [illegible] 64 stuff looks good, in...
5. [illegible] Then why should I [illegible] time trying to change your opinion, though I think you're wrong.

DARLEY

Dear Gus,
1. This is the first time I have written to you, so please could you answer my questions.
2. How long do you think it will be before Saturn's price to drop again?
3. How do all the Ultra 64 games [illegible] at the end?
4. Would you stop printing cards of [illegible] phases?
5. Are there any sort of a Mortal Kombat 4?
6. Are there any more Mega CD [illegible] this year?
7. Please issue no 40, I noticed that there are three Saturn reviews and only one Megadrive review, is it [illegible] there aren't very many Megadrive games to review or is it because the Saturn is more...

interesting?
Matthew Ashton, Shively, Solihull
GUS:1. I honestly don't know.
2. Because Nintendo are entirely locking in original thinking at the
3. Because I Could.
4. Let's just get the Saturn version
5. One or two. If you're lucky.
6. Last month we only had one Megadrive game (but more than three Saturn games) because that's all there was to review. If more come, we'll feature them

HADLEY

Dear Gus,
1. How much has the Saturn version of Virtua Racing been over the 32X version in the graphics
2. Is it faster and better to play overall?
3. Will Fatal Fury 3 black appear on the Saturn?
4. You said that Bugs and Daytona may be coming out on the 32X. How likely is this
5. Do you think it is likely that Ultimate MK 3 will be better than the arcade version (even ups
6. Will it have full sized sprites
7. Is it UK release of the Ultra 6 to be before Christmas of this year?
Hadley, The Outworld
GUS:1. Not much, if truth be told
2. There's more to it
3. I hope so, but no firm release is an outside possibility
4. It's a matter of taste, both a
5. I would hope a stunning
6. Games on domestic tellies are always smaller to take account of the size of screen
7. Who knows — not Nintendo that's for sure!

DAVES

Dear Gussy
Please could
few subjects.
1. Are Daytona 2 and V.R. 2 being developed on an enhanced model board, or a completely new
2. Do
3. What's happened to the rerelease of Fifa '93?
4. Will the Saturn handle the
5. Will Mario 64?
Daves
GUS:1. I've seen no
development have been revealed. Daytona 2 is an imaginary project anyway — no official arcade title of that nature has been announced.

a Sega/M2 linkup being made at the moment. We broke the story nearly a year ago, but there has been nothing more substantial since then
3. Just Saturn. It's a goer
4. Sega dropped the game, so we dropped the rev
5. Yeah, and his army

ALMOND

Dear Gus,
Will you please find the time in your busy and hectic life to answer my questions
1. Why don't and other UK companies bother need offices in Japan?
2. Only know of two companies over here, Sony and Akaii. I mean, Sega make a lot of money from Irish games players so they should show their interest in Irish software and set up here
What do you think
3. Is there be a Premier Manager Grand if so when will it be out
4. I have not bought a next generation machine yet, as I was one of the suckers who forked out for a 32X. I just want to know honestly, which is the best machine to invest in. Who will get the games) and should I wait to see what the Ultra 64 is like
Almond, Tipperary Town
GUS:1. Sega, contrary to your beliefs, are not a charity. They are in fact, a business. They don't set up expensive offices and hire staff just so they can listen to your opinions on the phone
Obviously don't need an office in Ireland to conduct their business. I'm sure Heinz make a lot
2. Not yet. But Saturn is not a machine by any means there are at least 20 must-have games for it now
believe it is superior to Playstation.

ALBANIA

Dear Gus,
I have some questions for you
Answer them and you will know
Or read your Eldorado
It gives you a
Also, if you play
day with
1. In Sega Rally yes
well say Sega
bit about
Saturn,
for the Mega
2. Do you happen
information
the article and the many sound

now deceased in March. Specific and Gamesmaster, both a where advertise if your wandering mag, have advertised it for ages. CSU say since last November explain. Now,
3. Also, why did issue 3
CD package tapes covermount
4. Is Dragon's Total Football any good? What score did you give it
5. I know someone with a Master System. Says it is perfectly looked. Can you please explain what is the most when one sylla
AT THEY ARE CRAP
6. I'm a pig
Saturn and only buy 4 games
4-5 months for new trusty
Please send me back level
out for
or any
Bye
GUS: 1. Sega is a "mega", just
pure speculation!
2. Very well. Well done. Warmo
WAS delayed, as you will know
you still need to buy it.
prepare their
, and put in some games
they think will be released
me

games they know
me. With W
and at
ead?
Bye

last, the mag was 49p

more expensive. Now
second shop and see
was out for 49p. Not
We
un
ev
was excited. Ag
knew, and consequently
sent us a cart
the game. The damage was done by the time the mag came out, the golden rule: IF IT'S OUT IN MEAN MACHINES, IT'S TRUE!
5. I can't abide
that's what he's
happy then
6. I have a real problem
copies of MK3 hitterley
you, sadly, are
making list.

That was a bit feary. What was meant to be the advice-from-the-elder-gamesstatesman turned into a bit of an ugly scene at the end. If you want anything answered please write, but remember, I'm a bit handy!

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Join us next month, when you'll be watching us, watching you, watching us, watching you! Good night, God bless.

#1	SHELLSHOCK	#2	LOADED	#3	ULTIMATE MK	#4	DARKSTALKERS	#5	PANZER II
	It will come. It has to come.		You will swear when you play it. We promise you.		It's showtime. It's revenge time.		Monster. Period.		The delights of the deadly Bird of Paradise. The first review.

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